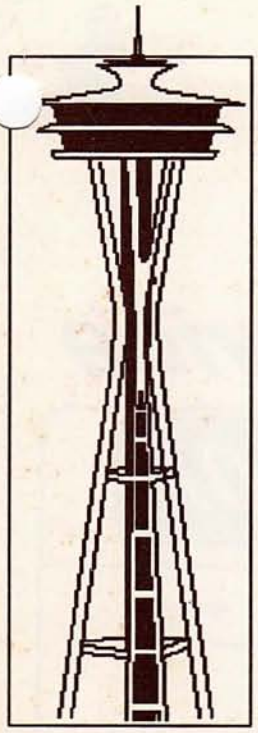

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September 1987
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Puget Sound Atari News

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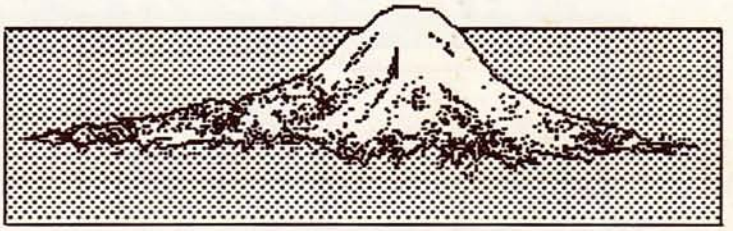

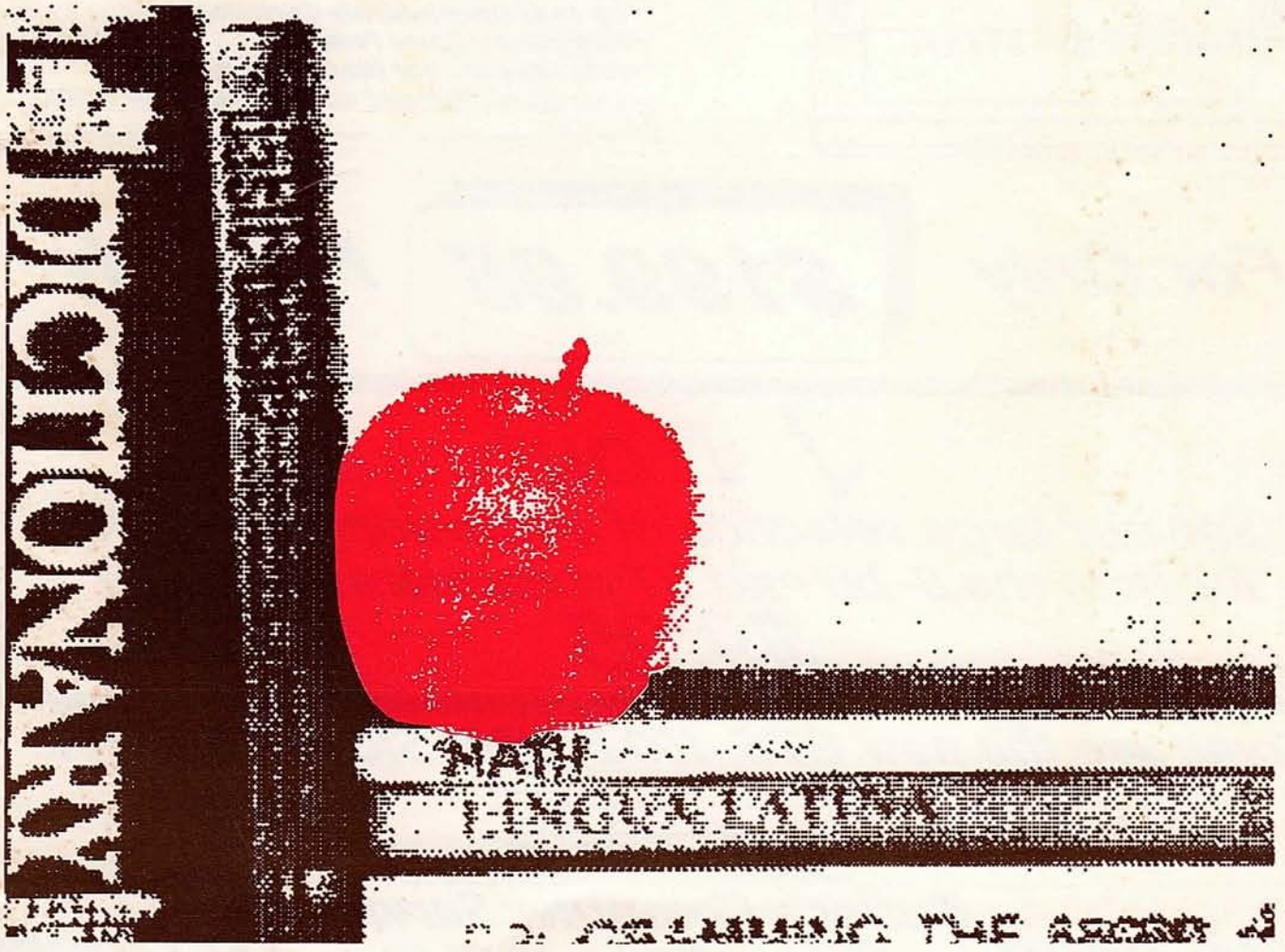

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Back To School

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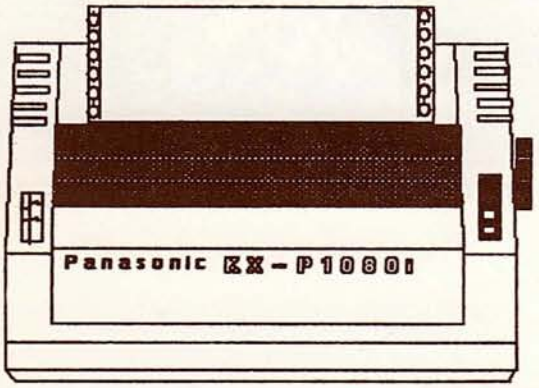

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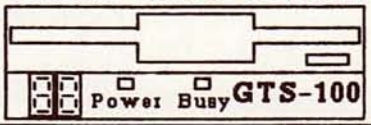

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PUGET SOUND ATARI NEWS

September, 1987 Volume 4, Number 9

CONTENTS

NEWS

2	PSAN Update	Jim Chapman
2	News and Gripes and More News	Wally Wong
3	On the Road with Atari / AUTODUEL	James D. Yee
3	Digital Express (BBS Magazine)	BBS Download
17	Adventurers, Help!!	Carolyn Caine
32	Atari Trek '87 Financial Wrap-Up	Tom Tjarnberg
32	Atari Trek '87 Thank You Letter	Ja-Ak-Kahn Troop
24+	Club News, Classified Ads and Activities Calendar	

REVIEWS

4	IMG Scanner (ST Picture Digitizer)	Carolyn Caine
7	AirBall (ST Adventure/Maze Game	Omar Crawford
9	Alice (ST Language)	George Terpening
11	AERCO 520ST Memory Upgrade - Chapter 2	Tom Neitzel
15	Guild Of Thieves (ST Adventure Game)	Dan Berg
15	Bradley Forthware Notes (ST Language)	George Terpening
16	True BASIC (ST Language)	Brian Hogan
18	Pirates of the Barbary Coast (8-Bit)	Penny Ormston
18	HAPPY Days Are Here (8-Bit Drive Mods)	Nick Berry
20	TrailBlazer (8-Bit Game)	Omar Crawford
20	Golden Path (ST Adventure Game)	Thud Rooter
20	520FM Versus the 520!	Thud Rooter
21	Shanghai (ST Game)	Brian Hogan
22	Barbarian (ST Game)	Richard Coate
22	Fonts & Borders (ST PrintMaster Aid)	Carolyn Caine

FEATURES

5	More PIO Stuff (XL/XE You-Build-It)	Bob Woolley
6	ColdStarting (8-Bit Tutorial)	Wayne Habberstad
6	Two Color LED (1050 Happy Controller mod)	Ron Florka
7	ST's And The Amiga ("War" experiences)	Mark Devlin
8	Display Lists for Beginners (8-Bit)	Penny Ormston
9	Floppy Disk Resurrection (5 1/4" disks)	"rootbeers"
11	A Dangerous Triangle (Humor)	Thud Rooter
12	How to use "ARC" (8-Bit/ST Utilities)	Antic Publishing
13	ST Utilities (Useful Tips)	Terry Schreiber
13	How to Stop ST Whine (Hardware Mod)	Mark Sloatman
14	CX22 Trakball Mod for the ST	Dale Wenzelburger
21	Dear Chip (Humor)	"Chip"
28	A History of S*P*A*C*E, Part 2	Jerry Wright

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NEWS AND GRIPES AND MORE NEWS

By Wally Wong, BRACE

MAC/65 NO MORE! - How the mighty do die! According to Bill Wilkinson, of OSS (Optimized Systems Software, Inc.) and creator of ADOS (DOS for the new 8-bit drives), as of August 1st, 1987, OSS will no longer be producing the MAC/65! What MAC/65's are left is what's on the dealer shelves and their suppliers' warehouses. Sad, Sad, Sad. For those unfamiliar with the product, MAC/65 is, without a doubt, the BEST macro assembler and editor program for the Atari 8-bit systems. Others may be easier to use or provide other features, but none are as complete and as powerful as the MAC/65. You'd find one of these cartridges near any serious Atari programmer's computer. This may be a sorry indication of the future of the 8-bits. Sagging sales of such an excellent product means the interest in software development has declined. Yes, we have ACTION! and other excellent software development products but still, no matter what language you do use, machine language routines are needed to add the necessary punch and power to your programs. The MAC/65 fits this bill. I suggest if you have any inclination toward software development or even if to dabble with assembly language, MAC/65 is something worth getting your hands on. I also suggest you hurry, no doubt, the prices on the MAC/65 will probably start to climb; this is going to become a collectors item!!

UPDATE ON THE XF-551 DISK DRIVE - Bill Wilkinson, of OSS, is writing ADOS, the new Disk Operating System for the new, double sided, double density, 5 1/4", up to three times the speed of the 1050, soon to be shipped, soon to be on the dealers shelves XF-551 disk drive. The new drive WILL be 100% compatible with SpartaDos! A patch by ICD will enable the "ultraspeed" read/write on the new drive. It will have a suggested list price of $199.00 and probably be discounted to around $169.00.

1050'S NO MORE - Atari has no more 1050's in stock. If you've been waiting to purchase a 1050, you may be out of luck. Most dealers are out of stock and probably stopped reordering the 1050's anticipating the arrival of the XF-551.

MAGAZINE GRIPES - Have you seen the last few issues of ANTIC? Gee, where to they find these ideas and images for magazine covers? They look like they fell out of a 60's trade magazine. The lack of imagination is appalling, what is this, cover art on a shoestring budget? The covers remind me of those found on POPULAR MECHANICS - back in the early 60's.

WE know ANTIC is about Atari, but if you were a computer enthusiast - neophyte or advance - not familiar with the Ataris (I know, a contradiction in terms - how can any computer enthusiast not be familiar with the Ataris!!??) browsing through there favorite newsstand or bookstore, they would tend to overlook magazines that do not attract their attention. Not to preach about "telling a book by it's cover", but there are a few basics in marketing and advertising and one of them has to do with attracting attention to your product. If we are to spread the gospel about how great and wonderful the Ataris are, we could at least present it with a respectable cover.

Need some quality art? How about a call to the user groups for entries? From what I've seen on the BBS, free and paid, there's a lot of quality work out there. Are you listening ANTIC?

DATE LINE: July 29th, 1987 - What happen to my ANALOG magazine? It's been over a month since I've seen the last issue of ANALOG and that was the June issue. ***(Next Column)***

PSAN UPDATE

By Jim Chapman

ATARI TREK '88? Now that the summer is past and we are "all rested-up" (as the gratifying increase in newsletter input seems to indicate), it is perhaps prudent to apply some of our energy toward planning another Atari Trek (AT) show. There seems to be abundant enthusiasm for such an endeavour. Thanks to the good planning and hard work of the AT'87 Committee; this year's show attracted an excellent crowd, many vendors, and made nearly $9000 in net profits *(Is this the highest of any of the past year's Atari shows across the nation?)*! Please refer to Treasurer Tom Tjarnberg's Financial Wrap-Up and the Ja-Ak-Kahn Dancers' thank you letter (both on page 32) for the latest on AT'87. Planning for another show should probably begin at least six months prior to the scheduled date. But before that, we'd be best served if we first organized ourselves into some sort of a Puget Sound Atari Network (PSAN, just like the newsletter). Such a permanent structure (with necessary "action" committees) could provide essential support and oversight to all collective activities, whether an AT show, a PSAN Library, or this publication. I encourage club leaders to pursue such a course of action.

PSAN: The newsletter will continue with the same glossy cover stock (paper) used last month. This is more flexible (no unsightly creases) and less expensive than that used for our attractive July issue. Although Jim Adam's August cover graphic was excellent (laser printed), the printer had problems with ink bleed which obliterated parts of the finely patterned image. On the more positive side, Penny Ormston, Bill Estes, and Carolyn Caine, who are all regular contributors; have volunteered to become official PSAN columnists. Look for their continued input.

WELCOME: This month PSAN welcomes A.T.O.M. (Atari On-Line Modemers) into the newsletter. A.T.O.M., an newly organized user's group from the Bremerton/Kitsap County area, is dedicated to active telecommunications for both 8-Bit and ST Atari computers. Monthly meetings will be in Poulsbo on each first Saturday. Call Stormbringer BBS (697-3496) or President Skip Sharrow (697-2706) for details.

PERSONALS: I just received a telephone call from a new computerist and ST owner, James Dallas, who lives in the Sand Point area of Seattle. James could use a hand in getting squared away with his computer; problem is, he's confined to a wheelchair! Call him at 527-3520 if you'd like to help.

****

(NEWS AND GRIPES - Continued)

July is missing and August should have been in by mailbox by now.

DATE LINE: Early August (I forget the actual date) - The ANALOG July/August is here! No that was not two issues, July AND August, it was a single issue dated "JULY/AUGUST". No explanation except the mention of the date so as the newsstand can keep the magazine on the racks longer, and that current subscribers will still get 12 issues. It would have been nice if the issue were thicker (like two months worth), but I guess that would be asking too much. Well, at least the worst fears of the delay did not bare fruit; the one about going out of business. This thought was running rampant on the BBS's. The Atari community (the world for that matter) cannot afford to loose another resource.

****

On the Road with Atari

and a review of Origin System's

AUTODUEL

By James D. Yee, BRACE

Not much activity during this summer for road shows. This month we'll cover mostly SIGGRAPH, an advanced computer graphics show held in Anaheim, California, and a side review of AUTODUEL, a game out for both the ST and the XE computers.

At the time of this writing there is a show going on in Toronto, Canada, held by Atari Canada, presumably to debut the MEGA. The next conventional user group show will be in Detroit, MI., the last weekend in August. I think I'll skip that one; there are no expected great revelations and depressed steel workers aren't my idea of a fun time. The next two major shows will be September 19-20 in Glendale, CA, and October 10-11 in Wochester, MA. These two promise to be interesting shows since they're so close to L.A. and Boston, respectively.

SIGGRAPH '87 was held at the Convention Center in Anaheim. The 14th annual conference was sponsored by the ACM (Association for the Computing Machinery) SIG for Computer Graphics and the IEEE technical committee on computer graphics This SIGGRAPH continues the tradition of sharing the latest advancements in computer graphics and looks toward future trends. While Atari was not in attendance officially, members of the Atari software community were there. Persons of note were Tom Hudson and Gary Yost of Antic Software, absorbing ideas that will undoubtedly show up in the CYBER-series of advanced CAD3D2 applications. Frank Foster, of Hybrid Arts, Nilford Labs, programmers from FTL and Xanth F/X, were floating around. I'm sure there were other progressive programming groups there but, with eight major hotels packed with people, it was hard even find friends. This event is a kind of graphics Mecca. For example, major computer universities, ray tracing made its debut here in a lecture in 81',years before 'Shiny Bubbles' or even the ST was a concept. The 'Juggler' from Amiga is a imitation of a SIGGRAPH film called 'Adam Strange'. The conference focused on the presentation of current technology through technical papers, panels, courses, forums, art shows and the world renown film and video sow. Atari computers, while not in primary exhibitions, were present and displayed during film and video show (one of the main events) and the LA/New York party on the last night of the show. While not one of the main show contributors, like PIXAR (formerly a division of LUCASFILM), Atari ST's opened and closed the film show. Three ST's using SMPTE film synchronization cues preceded the visuals with live sound effects generated by a Hybrid Art's ADAP equipped MEGA ST. The computer generated fireworks finale complete with heart stopping explosions were also an ST coordinated production. Also the closing party conference goers got their last look at ST's displayed prominently along a wall of the New York/L.A. film and video party. CAD3D animation were running and the Cyberpaint and SPECTRUM programs got more than a few glances in its 512 color per screen mode. Six-foot holograms and images generated exclusively on the ST were displayed by a firm that sells inexpensive foil holograms similar to ones on your credit cards. And of course, a popular event at any party, a bank of eight ST's were set aside for MIDI-MAZE. People were lined up to play all night. Well, maybe next year Atari will have an entry in the film show, but for now, that was it for the report, unless you count the CAD3D animation in front of C3-PO in the STAR TOURS ride at Disneyland. Now for the review of AUTODUEL, an unrelated event but not if you have been driving in Los Angeles (scary enough) and hearing on the radio stories of people shooting cars on the freeway.

DIGITAL EXPRESS

A Telecommunications/Computer Magazine

Vol. 1, No. 3

September, 1987 $1.00

DIGITAL EXPRESS caters to the local Telecommunications and Computer Using Community. It is not machine type specific, but supports all types of Computers, Software, Electronic Bulletin Board Systems, Computer User Groups and related Professional and Non-Professional Associations.

It is intended to better inform the Computer Using Community with news of interesting items and ideas, new developments in the community and industry. As well as issues of great concern. Eg. Software Piracy, Copyright Laws, International Data-Flow, and Pending Government Legistration.

INSIDE THIS ISSUE

* Questor Project BBS	* Copyright Revisions
* Special Pullout Section	* Editorial on BCSA
* Desktop Publishing	* And Much Much More!

Currently DIGITAL EXPRESS is published every two months with a printing run of 1000 copies. It is distributed to retailers by Compulit Distributors Inc. and should be available from your local computer dealer! If your dealer does not have it, ask him to call his distributor!

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(On The Road with Atari/AUTODUEL - Continued from left)

AUTODUEL, the official adaptation of CAR WARS designed by Steve Jackson, was converted to the Atari Computers by Origin Systems. Like ROADWAR 2000, previously reviewed in PSAN, this is, again, a short jump into the future. "Enter the world of tomorrow, a world of futuristic freeways where the right of way goes to the biggest gun." The game includes two AUTODUEL disks, AUTODUEL AAA map of the NorthEast Sector, reference card and a tool kit in case your car breaks down. unliked ROADWAR 2000, where combat is determined by the number of your followers, AUTODUEL is more solitary and technology based game.

You start the game as a novice duelist, in other words, broke! To advance, you have to make a name for yourself in the Friday night amateur duels. By winning duels and building a name for yourself, you will soon have enough money and jobs to afford a real car and brave the freeways and make your way in the world.

In terms of design and concept, AUTODUEL is a great game, the CAR WAR series of games have been best sellers in War Game stores for years, however, the computer implementation is not as good. The user interface is unwieldy, keyboard and mouse controls are poor.

The graphics may be passable for IBM, but bad for even 8-bit graphics. If I sound negative about this product, I am more incensed by the waste on the ST, the original product had the potential to be a really great game. While I didn't like it, true fans of the CAR WARS genre may. It does incorporate scoring routines like the paper version and it is a game you can play by yourself. Strangely enough, the game is a big seller according to the charts. This can be attributed to the fact that the packaging and marketing is first rate. Origin Systems is an affiliated label of Electronic Arts.

****

IMG SCANNER, Ver 1.3

Reviewed by Carolyn Caine, S*P*A*C*E

Required System: Any ST and a printer, mono or color (preferred)

This is the exciting image scanner I saw at the Santa Clara "World of Atari" show in June. That first day it was sold out by 11AM; but I ordered one and it finally arrived approximately two weeks ago. The IMG Scanner is a device that converts pictures (like photographs) into digitized images that you can save in D.E.G.A.S. or Neochrome format and do whatever you like with them. In order to do that, you must be able to run the picture through your printer. You could use it to put photographs in your newsletters. You could put together a book for a family reunion and digitize a prized old family picture for everyone in the family. You can take pictures of just about anything and digitize them to your computer. The company recommends making a copy on a copy machine first and using that in your printer. It tends to give better contrast, and is no loss if the printhead catches on it and tears it while running back and forth. However, they indicate that you can use glossy black and white or colored pictures, too. If the picture is glossy, though, it is likely to pick up a reflection from light in the room which will alter the image.

Well, what did I get in this marvelous package from Texas? It was not so impressive looking. I opened the manila envelope and found what appeared to be two wires fastened together on one end, a small computer board with two screw-down tightners to hold those two wires and a disk. The small board plugged into the cartridge port of my ST and the two wire taped on to the printhead of my printer. I even had to supply my own tape. Adhesive tape was recommended.

Does it work as well as it did at the show? Yes! I can indeed produce a quality reproduction of a picture that I insert in my printer. If the picture doesn't come out just right, you can have some problems. The program is very powerful and will produce a good picture if you know what to do. However, the documentation is minimal. There is a basic tutorial and a definition of terms. If all goes well, you will get a good scanned image. If you need to adjust it, things start getting tricky.

The docs tell you that there is a very powerful part of the program that allows you to adjust the contrast of the image (it also lets you add color, if you wish). It just doesn't tell you much about how to do this. The color part was easy to figure out. You just adjust the 16 different shades of gray by moving the red, green and blue boxes in relation to each other just as you do in the control panel. The shades of gray are another story altogether. Since it is not in the documentation clearly, I will tell you here. On each side of the gray scale are arrows and a + on the left and − on the right. To lighten a picture click on the arrow pointing right and then RECALC. To darken the picture click on the arrow pointing left and then RECALC. This is the part not in the docs: to change the contrast of the picture click on the + or −. This will increase or decrease the range of gray. You may also hit AUTO GRAY ADJUST which will darken or lighten the picture, although I understand that how this one works has been changed somewhat in the newest version. Newest version you say!! I thought you just received the program. Well, see below.

Although the documentation says that the room lighting is not too important, I found that I could not scan at night. I have no overhead light in the room and just could not achieve good results with lamps. During the day, just the daylight was very adequate. So, if you are not getting results very similar to the print you are scanning, try to even out your room lighting.

This program is described as working with most printers and it may. However, while I could get the program to work very well with my Star NX-10 printer, I could not get it to work at all with my Gemini 10x printer. So what to do? I called the company on Saturday evening and got an answering machine. No response. I wrote a letter and told them when I would be available, and at the very earliest time, the phone rang. It was Tad Painter, the author of this program. When I discussed some problems I was having, he asked me which version I had. Which version? I just got it in the mail -- 1.3 -- why? Well, he is working on version 1.5 with 1.4 in the middle. Many of my problems had been fixed. He didn't know why the program wouldn't work with the 10x, but he intended to get one and try to figure it out. Tad made it clear that this is an evolving program. It was released, even though the documentation wasn't finished and the program still needed some finishing touches, because they were getting constant requests to get it out; whether the documentation was done or not. Tad seemed very interested in getting all the bugs out and helping owners get the program working properly. The company is promising updates and a printer set-up booklet, FREE to registered owners.

The IMG Scanner appears to be a very powerful program with the ability to enlarge or shrink pictures as you scan. You can also control which part of the picture you are going to scan. The resolution is the same as the vertical resolution of your printer, usually 1/216th or 1/144th. Some printers produce an elongated picture, but this can be corrected using the printer driver. The printer driver is fully editable. The program claims to read 256 shades gray. I'm not sure how to verify that since as far as I can tell you can only see 16 at one time. Clearly, as digitizers go, this one is inexpensive and simple and the quality is there. I was actually able to get pictures on the screen that were better than the image with which I started, by doing some manipulation of the dark and light functions. I just didn't know how to predict the results and had to keep experimenting. It takes exactly 7 minutes and 6 seconds to scan a picture on my NX-10.

If I had it to do over again, would I want to wait for the truly finished version of this product? Heck, no! Even though I can get very frustrated with trial and error adjustments, the results so far have been very pleasing. I believe Tad is very interested in continuing to perfect this program and I truly hope that the company will soon release some useful documentation that tells you what to do when the scan isn't perfect the first time. More information about the printer driver and, perhaps, even a better printer driver are needed to make this work with "most printers". The 10x was a very popular printer and there must still be a lot of them around! There is also a HISCAN program on the disk for use with high resolution, but "no gray shade information is preserved and a simple black-white threshold is used". In order to get the best high resolution pictures, they recommend using low resolution and then converting it to high resolution D.E.G.A.S. If you want a truly finished product, wait a few months. This device is still hard to get anyway. But, if you

want results and can tolerate some frustration (nothing new for Atari enthusiasts!), then rush out and get this device. If it isn't at least version 1.5, call the company.

In preparing this article, I scanned several pictures, which I think came out very well. However, I am not including any with the article, because I do not have a program that will yield a good enough printer dump to show the real quality of the pictures. I will have some samples at the next S*P*A*C*E ST meeting. I tried Publishing Partner, which printed the pictures too dark and mottled-looking even when I reduced the contrast. I tried Fleet Street which distorted the picture. I tried D.E.G.A.S. which did not have the necessary contrast and I tried the screen dump with Alternate and Help which was the best, but just too big. It is not that these methods will not yield a useful picture, ***but the quality of the image produced by the IMG Scanner simply doesn't show on a dot-matrix printer.*** Perhaps that quality can only be obtained with a laser printer. If you know of a quality screen dump, please let me know. A wonderful device like this one is faily limited in its usefulness without a quality screen dump. Maybe Supercharger from Migraph will be the answer. At the moment, though, I am skeptical.

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MORE PIO STUFF

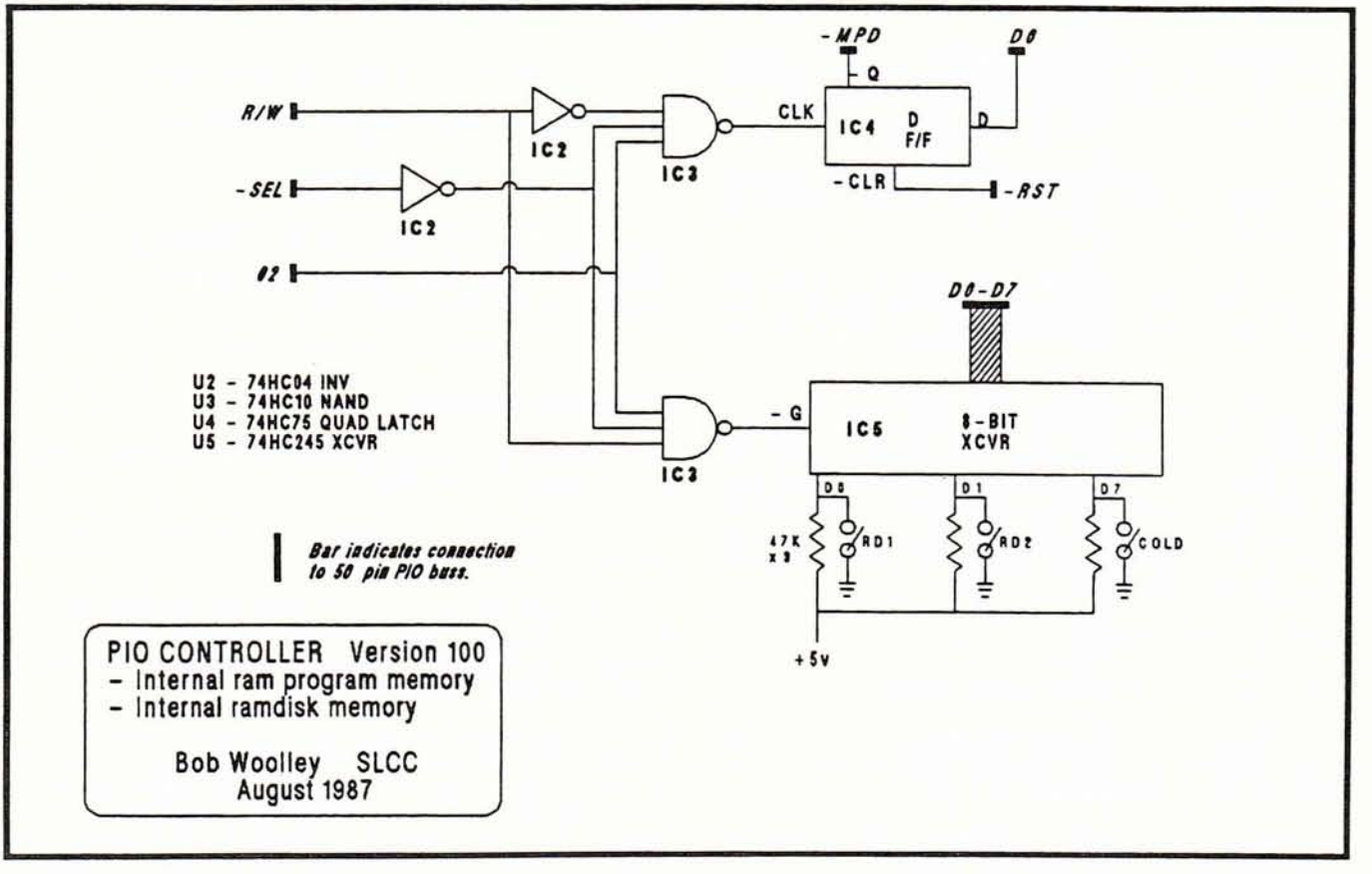
One Picture is worth....

By Bob Woolley, SLCC
(Reprinted from the SLCC Journal, 8/87)

Last month, I printed the plans for a PIO controler that included a ramdisk handler and a cold start function. There are a few more things that you may wish to know about the project, the least of which is an errror that I made in the text. The part designated as IC3 is not a NOR gate. The device is a NAND gate - the part number is correct, 74HC10.

One of the things that can be done with the device is to load a high-speed SIO handler that will run ICD Ultra-Speed drives without having SpartaDos loaded in the system. (If you want the file, ask me for it! *(PSAN Ed., Sending a disk in a reusable mailer with return postage to the San Leandro Computer Club, Attn: Bob Woolley, P.O. Box 1506, San Leandro, CA 94577-0374, should suffice.))* In fact, SpartaDos cannot be run with the PIO handler since they both use the RAM under $D800. Of course, you don't need a RAMdisk handler and high speed code if SpartaDos is loaded, but in case you do need hardware that does not use the existing RAM, check the newsletter next month.

No hardware project is complete without a schematic - here is the print for last month's device. R.E.W.



COLDSTARTING

HELP YOUR 8-BIT COMPUTER TO LIVE A LONGER LIFE!

By Wayne Habberstad

(Reprinted from the LA-ACE newsletter via RACE, 7/87)

Are you zapping your computer to death? Whenever you turn on your computer, a surge of power shocks it's internal components, especially it's power supply.

While the computer can stand repeated "zaps" over a few years they do eventually do the poor computer in. Turning on and off a computer is inevitable; but you can minimize it by fooling the computer into thinking it has just been turned on.

When an Atari 8-bit computer is turned on it clears all of it's RAM memory (except the extra RAM that lies under the ROM in XL/XE computers and the extra RAM in the 130XE) and sets itself up ready to accept programs. The routine in the Atari's operating system that does the chore, called coldstarting the computer (as opposed to warmstarting which is simply the resetting of the computer, usually by the RESET key) can be called by you from BASIC or DOS when warmstarting the computer is not enough to clear an unwanted program from memory, or the garbage created by it.

To call the routine from BASIC, use this statement:

A=USR(58487)

When you press the return key the computer will blank out the display and act as though it had just been turned on. With an XL/XE computer you can coldstart it by first using the statement BYE (or the abbreviation B), then pressing the RESET key when the self test menu appears.

The RESET key coldstarts the computer in this instance because the self test routine had inserted a one into location 580, which is checked when the RESET key is pressed. Any number other than zero also tells it to coldstart.

You can use the POKE statement in BASIC to set location 580: POKE 580,1. Then the RESET key will coldstart the computer when pressed.

If you are not in BASIC, this is how to coldstart the computer in ATARI DOS: use menu option M (run address), then use $E477 (the hexdecimal equivalent of 58487) as the address.

Having to clear our old programs, and their results is not the only thing to tempt you into turning off, and on, your computer. Getting boot errors on your screen after you put the wrong disk in the drive may lead you to think that turning off the computer (or the disk drive) is the only way to stop the drive from spinning the disk inside. Pressing the RESET key is not enough as the computer will again uselessly try to boot up the wrong disk.

This is the way around it:

Hold the START key down and press the RESET key.

The computer will think that you want it to boot up from a cassette instead of a disk (the beep that you will hear is it's signal to you to ready a cassette player).

The disk drive will stop spinning the disk. After you replace the disk in the drive press the RESET key.

(Continued at next column)

A TWO COLOR LED

For The 1050 HAPPY CONTROLLER

By RON FLORKA

(Reprinted from The MAGIC Newsletter)

If you are the owner of a 1050 Happy disk drive, and have a controller for it or are thinking of buying one then this is for you. Happy controller's only have a one color LED to let you know that writing is allowed to the drive. By adding a different LED and a little unsoldering and soldering you can have a two color LED, which at a flick of the switch will display "RED for PROTECT" and "GREEN for UNPROTECT". Also in the unprotect position the LED will also let you know if there is a write protect in the disk by changing from GREEN to RED. To do this upgrade you will need one BI-COLOR LED: Radio Shack catalog # 276-014; there are two in the package and cost .99. When you look at the LED you will see a RED & GREEN anode leg connector. Looking at the base of the LED you will also see a flat spot to indicate which postiion for each leg.

Looking at the Happy Controller you will see the yellow LED that must be removed, so unsolder the two legs, but remember how far out the LED extends from the edge of the circuit board so when you mount the new LED it will be the same length. The resistor below the old LED will also need to be removed, so do it now, but be careful so you can use it later. Place the new LED into the circuit board with the flat spot facing to the right, below this location is a 74LS00 chip that you will be soldering the three legs of the LED to. When soldering to this chip you should put a small amount of solder on pins 6, 7 & 8 of the chip and the three LED legs, the legs will need to be cut and bent to fit correctly.

1.) The resistor you removed earlier is soldered from chip pin 7 to the center leg on the new LED (common cathode leg).

2.) Solder the LED's red leg (anode) to chip pin 8.

3.) Solder the LED's green leg (anode) to chip pin 6.

"THAT'S IT"

When lower switch is in center position the LED will be "RED", and when in upper or lower position the LED will be "GREEN". If not you soldered the wrong color anode leg connector to the wrong chip leg.

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(COLDSTARTING -Continued)

The computer will forget about trying to boot from a cassette and will boot from the disk.

Your Atari is the best 8-bit computer ever made. It deserves to be well taken care of.

FOR 130XE OWNERS ONLY: For 130XE owners there is a bonus if they coldstart their computers: programs and data on the ramdisk are safe from the coldstart process as long as there is no RAMDISK.COM on the boot disk.

As mentioned earlier the coldstart routine in the operating system does not touch the extra 64K in the 130XE. But the RAMDISK.COM will reformat the ramdisk and wipe out everything on it. As the RAMDISK.COM is needed to set up the ramdisk when the computer is turned on, 130XE owners should keep two copies of their boot disks: one with RAMDISK.COM to use when turning on their computers, and the other without it to use when merely coldstarting them. *(Go to next page)*

ST's And The AMIGA

A Re-Cap Of A Futile War!

By Mark Devlin

How many of you ST users have gone through the worst part of "life"? I'm referring to a bloody argument between the ST and the Amiga...

A few weeks ago, this little "incident" happened on The Reef BBS (206-848-3371)...when I inadvertently started the worst thing I ever did...this article is to be read as an apology, AND a warning...please read further.

It all started when someone (no names) made a little remark about something the ST's can't do, then I made a little "harsh" reply. Then we all started in a free-for-all of Atari users vs. The Amiga Users. (note: this whole argument took place in the Atari 8bit sub...)

I was trying to defend the ST's by saying they can do ALMOST (they never seemed to have heard that word) anything the Amiga could do, some things better. Then it started getting into which has better music capabilities. I've never heard the Amiga's sound, yet, but I know it has to be great, considering the stereo sound. Then I brought up that the ST's have the MIDI ports, they said that NOBODY needs them, so why have them? Well, I can name two reasons without even thinking: 1) for MIDI synths; 2) for MIDI-Maze (yeay!).

Then the subject of graphics came up. I DO know that the Amiga has excellent graphics/colors, so does the ST. They (the Amiga users) started saying how all the great games NEED the Amiga's graphics. NOTHING NEEDS graphics, except really nifty games/graphics demos. But then, look at Alternate Reality for the 8bits, 128 colors on-screen at once, all because Philip Price LOVED his machine (oops, I'm straying, sorry). Both the Amiga and the ST have comparable graphics. So far, it boils down to: If you NEED stereo sound and speech synthesis, get the Amiga. If you NEED MIDI, get an ST. Read on...(oh boy! The battle!).

Anyway, as we were fighting along, both sides kept screwing up their arguments...oh boy did I ever (I won't say what I said for lack of embarrassment)! It was just a back-and-forth battle, neither side one in the end, it was like a verbal World War III (maybe it was worse!). When we finally decided to end it, the "aftermath" lingered for days, we all kept saying "Just end it!", did we? No, not yet, we HAVE settled on not talking about ST/Amiga things in the Atari 8-bit section, though (except for giving out info).

Now, what was I trying to say in these quick little paragraphs? Well, I'm not really sure, I think I was trying to say that the world has enough wars as it is, do we actually need another because two+ people didn't want to listen to what the other was saying? Maybe I was trying to say to SysOps (SYStem OPerators) that they should be careful of things like this, The Reef lost a few users because of this war. It has taken it's toll.

What do we do the next time something like this happens? I don't know, but do NOT rank on EITHER computer! That is the most important thing, because when you start ranking on a computer, you'll probably fill the "gap" with nothing but out-dated lies.

But please, for any SysOps' sake, don't get involved in a war, and if one is going, do not ask questions about EITHER computer, because then, when one of them gives you the information, the other will strike at it with whatever info they can muster... *(Continued at right)*

AIRBALL from Microdeal

ST GAME REVIEWS

By Omar Crawford

By who? Yes, for those of you who know me I have said I love my 8-bit and no NO NO I was not going to buy games for the 16-bit that we aquired. Well..... I am going to have to modify that statement just a little bit, I am not going to but reruns for the 16 that I have for the 8-bit. Now that that is over with on to the review.

In this adventure/maze style game you have been turned into a ball by an evil wizard and you have a slow leak so you need to constantly replentish your air pressure to continue on in your search for a spellbook that contains the instructions on how to turn yourself back into a human.

At the start of the game you are sitting on an air pump and as long as you sit there your pressure is increased, there is a pressure guage at the bottom of the screen for you to keep track of, to much and you explode, to little and you expire.

The maze is in a castle setting, the graphics are fantastic, and has many pitfalls for you to avoid in your quest, many pointed objects that can burst your bubble (ha,ha), and many items for you to collect and things you need in certain rooms (no hints here).

The game is fast and attention holding, does not get boring, but at times frustrating though, all in all an excellent game worth having - even the four year old plays it!

****

(COLDSTARTING -Continued)

After a 130XE is coldstarted without a RAMDISK.COM on the boot disk, the ramdisk can be read from and written to normally except for one thing: if you try to go to DOS from BASIC then the computer will attempt to load the DUP.SYS file from Drive 1 instead of from the ramdisk.

The way to remedy this is to POKE 5439,56. This will tell the computer to load DUP.SYS from the ramdisk.

You also can use most of the DOC functions, including MEM.SAV. It's also compatible with "V", the storage program described in the July 1985 ANALOG.

So between the two, more then 200 sectors can be temporarily stored for immediate retrieval. What's stored in "V" is not addressable, so only one program can be stored there; and it will not survive a RESET. But between the two, and respecting their limitations, I've found them quite useful.

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(ST and the AMIGA - Continued)

Now, which computer is THE BEST? No computer is the best to someone else, if you like your computer, and wouldn't trade it in for anything (except maybe an upgraded version, like a 130XE to a 576K 130XE), then your computer is the best. That's what it boils down to, if your computer suits you, it the best!

Mark

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DISPLAY LISTS FOR BEGINNERS

An 8-Bit Programming Tutorial

By Penny Ormston, R-ATARI CLUB

This article is to explain display lists, (DL for short) in such a way that beginners will be able to modify and use their own custom display lists. If you already know about this subject, then just pass this right by and do whatever your higher intellect is accustomed to!

There have been many articles written on DL's in the past, but I have noticed that most have been written by someone who assumes that you know exactly what he (or she) is talking about. This, to me, seems silly--because if someone already knows about something they wouldn't need to read a beginner article about it in the first place! I am going to try to avoid that pattern, and explain the DL in very simple terms.

What is a Display List?

Put as simply as possible, the DL holds the information for the graphics mode on your screen. It is controlled by the ANTIC chip, and other than the memory locations of the DL, that is the most technical thing I will say in this article. The rest is all numbers, and these numbers are EXTREMELY important, so keep these charts handy when modifying your DL's. As this is a beginner article, I will only really be concerned here with the easier text modes (graphics modes 0,1 and 2). As you become accustomed to modifying your DL, you will want to try the graphics modes as well.

First of all, lets take a look at the DL for a graphics 0 screen:

```
112,112,112,66,64,156,2,2,2,2,2,2,2,2,2,2,2,2,2,2,2,2,2,2,2,
2,2,2,2,65,32,156
```

Ok, great. Now what, exactly do these numbers mean? The three 112's are there to put 8 blank lines each to the top of the screen. This is done to overcome the 'overscan' that many tv's have, making it so you can see all of your screen. Following this is a 66. This is the LMS, or Load Memory Scan. This number is always 64 plus the number of the operating (O.S.) mode. (See the following table for this). This number also sets up the first line of your screen. For instance, if instead of a 66, you had a 70, then the top row of your DL would be graphics 1!

(Notice that the O.S. for Graphics mode 1 is 6. 64+6=70, therefore, the first line would be in Graphics mode 1)

Gr. mode	O.S. mode	lines per mode
0	2	8
Antic 4	4	8
Antic 5	5	16
1	6	8
2	7	16
3	8	8
4	9	4
5	10	4
6	11	2
7	13	2
8	15	1

The next two numbers that appear in the display list are 64 and 156. These are the low byte and high byte of the location of the beginning of screen data. (The upper left corner). I am not going to go into this here and now. For right now, just leave these two numbers alone.

Following this, there are (or should be) twenty-three 2's. These represent the other 23 text lines found in a graphics 0 screen. (remember, the first line was already taken care of by the number 66!). We all know (or we should, anyway) that in Graphics 0 there are 24 text lines on the screen. Each of these 2's in the DL is telling the computer to place a graphics mode 0 on its corresponding line. Now wouldn't it be nice to have Graphics mode 1 or 2 in part of your screen display? It's easy!

It is convient that Graphics 1 also has 24 text lines, thus making it easy to put graphics 0 and 1 on the same screen. We can take the above DL and modify it to contain both graphics 0 and graphics 1 very easily. First we have to have a simple program to load our display list for us.

It is helpful to know that the high byte-low byte of the memory location for the beginning of screen memory is found at location 560 and 561. Therefore, if we PEEK at these locations, we will get the LMS. This is where the DL must start. But the program does all the work for us:

```
10 GRAPHICS 0:I=1
20 DL=PEEK(560)+256*PEEK(561):REM this looks at the display
   list that is already in memory
30 A=PEEK(DL+4):B=PEEK(DL+5):REM look at the high byte
   -low byte of screen memory and store it in A and B
40 READ NUM:REM read the data from the modified DL
50 IF NUM=0 then 100:REM since not all DLs are the same
   length, I put a zero at the end to know its done
60 POKE DL+I-1,NUM:REM stick our new numbers into the DL
70 IF I=5 THEN POKE DL+4,A:REM put back the old high-byte
   low byte of screen memory into the new DL.
80 IF I=6 THEN POKE DL+5,B
90 I=I+1:GOTO 40:REM gotta read the next number
100 ? "Here you may add several"
110 ? "lines of text.  This is"
120 ? "mainly to see how your"
130 ? "modified DL looks.  You"
140 ? "might like to LIST the"
150 ? "program at this point,"
160 ? "to see that it is still"
170 ? "in memory..."
1000 DATA 112,112,112,66,64,156,2,2,6,6,6,2,2,2,2,2,6,2,2,2,
     2,2,2,2,2,2,2,6,6,65,32,156,0
```

Try typing in the above program. Now you have all the working components to modify your DL in the text modes. All you have to do is change the DATA in line 1000 (and the text as you see fit!). The text is only there to have something on the screen when the program is run. Once you RUN the program, the modified DL will remain in memory until you make a GRAPHICS call, or turn off the computer.

(Continued at botom of next page)

FLOPPY DISK RESURRECTION

FOR 5-1/4 DISKS

By "rootbeers" (Reprinted from HACKS, June 1987 via PACE)

Well, sooner or later it's bound to happen. A disk of yours sits in the sunlight or a drink spills on it. What do you do? Well, this happened to me recently; a cup of tea spilled and destroyed my most recent work disk. Even so, in ten minutes' time I had the data safely back.

Here's what you do. Take the disk to a sink along with a dustless but soft cloth and a felt tip marker (preferably waterproof). Wash your hands. Mark the top of the disk itself near the hub. Tear open the welds in the side farthest from the opening for the head, but be careful not to bend or scratch the disk. Do not use a knife unless you know that it is not magnetized! On the disk I had, the welds could be easily torn, perhaps a new razor blade would be the next safest thing to use. In the following steps, handle the disk by the edges and center only; if the area is polished don't touch it. Remove the disk itself from the sleeve and rinse it thoroughly under the tap. The water will easily run off the polished surface of the disk but will wet the unpolished areas. Use the cloth to dry the disk GENTLY; only the center and edges should be wet anyway. Allow the disk to air dry for a few minutes. Carefully insert the disk itself into the disk drive (without the sleeve) making sure the proper side is up. When you close the door of the disk drive, do so gently and be sure the disk is properly centered. Try to read the disk (do a directory of it, for instance). You should be able to read the disk at this point. Back it up IMMEDIATELY!

That's pretty much the technique. I hope you never have to use it, but if you do, I hope it works for you. If it doesn't though, you've learned a valuable lesson...right?

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SEE YOU AT THE MEETINGS!

ALICE

The New Kind of Programing Language!

By George Terpening, S*P*A*C*E

I recently purchased Alice at the Seattle Atari Trek. It was pointed out to me by my oldest son who is into a lot of new high tech things as something that I should look at. When I went over to the booth and saw Alice, I was impressed. Now I'm just learning Pascal and I already own OSS Pascal which from what everyone tells me is one of the best around but I have been programming for a living for a few years and I can tell you that Alice has some features that everyone who is a serious programmer should look at. Namely it eliminates the cause of most common programming errors. These are syntax errors such as forgetting to add the closing semicolon at the end of a statement. Alice is really met for the new Pascal programmer to use as a teaching aid.

Alice provides a way to export source files so you can use a seperate compiler such as OSS Pascal to generate software for distribution. As of now there is no way to do this with Alice. The programmers are in the process of generating a run time module for this purpose, but it will cost you about as much for the run time module for distribution as it did for the original Alice. I guess that is the way of the world, just look at GFA Basic. It programmers do the same thing with their product.

I won't waste your time trying to cover all of the features of Alice. I'll let the professional writers writting for the national publications do that. All I will do though is to say that this is a new version of Pascal with many extensions which take advantage of the power of the ST. You can use it to learn Pascal and forget about the typing errors (Alice won't let you get by with any). I own both Alice and OSS Pascal and when I get around to doing the project I have in mind to do in Pascal, I'll use Alice to generate the source code and do the debugging. I'll then export the source code and use OSS Pascal to build the executable program. I'll write another article in the future when the project is complete and let you know how things go.

(DISPLAY LISTS - Continued)

Are you ready to try a modification? First I will add another, simpler chart. This one will have specific bearing on what we will discuss.

Gr. mode	O.S.mode	lines	columns
0	2	24	40
1	6	24	20
2	7	12	20

As I already stated, in Graphics mode 0, there are 24 lines of mode 0 in the DL. It is convient that there are also 24 lines available in mode 1. This means that the altered program above was easily done, as all I had to do was put in a few 6's instead of 2's! If you want to have a few lines of Graphics mode 2, you have to realize that it only has 12 lines. This means that for every one line of GRAPHICS 2 you want to put in the DL, you would have to remove two lines of either the graphics mode 0 or 1. That is not the only problem involved, though. The Graphics 2 line would need to start on an EVEN line, or else the display will be messed up. This is not difficult at all, as long as you keep it in mind.

Try entering the following for line 1000:

```
1000 DATA 112,112,112,66,64,156,2,7,7,2,2,2,6,6,2,7,2,2,6,2,
     2,2,2,2,6,6,65,32,156,0
```

Now run the program again. You will notice that there are two lines of Graphics 0 at the top of the screen, followed by two lines of Graphics 2, then three more of 0, two of Graphics 1, one of 0, another of 2, and so on...

Your display may look a bit messed up. The sentences may not look right. This is because in Graphics mode 0 there are 40 columns available on the screen, but in Graphics modes 1 and 2 there are only 20 columns, and only 18 of those are normally usable, unless you set the margin to 0 (POKE 82,0). Because of this, you will need to be careful how many characters you place on each line if you are concerned about a neat display. Another thing you may have observed, is that you are printing in modes 1 and 2 without using the "PRINT #6;" command! That is because the computer thinks you are still in Graphics 0.

Well, that' about all I wanted to cover here. This program isn't going to sing and dance for you, it is here merely as a tool to help customize your work. Try using the program to see what kind of effects you can come up with. You can use the modified DL in your own programs if you like, just to spice up a menu, hilight titles in a text screen, or for some interesting graphics effects. Use your imagination!

BEST ELECTRONICS

HARDWARE: 520ST/1040ST/SF314/SF354/SH204

Atari Service Manual SF314/SF354 Disk Drive	CO70624	$40.00
Atari Service Manual 520ST Computer	CO26118	40.00
Atari Service Manual 520ST/1040ST Computer	CO20118	50.00
Atari Service Manual SC1224 Monitor	CO70433	40.00
Atari Service Manual XMM801 Printer	CO70435	40.00
Atari Service Manual SMM804 Printer	CO70434	40.00
Atari ST Diagnostic Cartridge	CA026297	80.00
Atari ST Diagnostic Assembly complete, Cartridge and Documentation (ST, SF354, SF314, SC1224, SMM804, Loop Back Cables)	CO26287	350.00
ST EPROM Cartridge 64K/128K/256K/ROMS	CA030701	15.00
ST Mouse Mat		6.00 - 8.00
ST Mouse House		6.50
ST Clocks		CALL
ST One to Four Meg RAM Upgrades		CALL
Sams Computerfacts Service Manual 520ST		40.00
520ST Mother Board	CA070052	CALL
520ST Power Supply	CO70099	60.00
520ST 7 Pin DIN Rt. Angle Power Receptacle	CO70135	2.50
520ST Power Switch	CO61022/CO70006/CO61913	1.25
520ST Keyboard Assembly	CA070022	90.00
520ST Owners Manual	CO26051	6.00
520ST Bottom Housing	CA070016	CALL
520ST Top Housing	CA070020	CALL
520ST Dust Cover		8.50
520ST/1040ST Switch Reset	CO70119	2.50
520ST/1040ST R.F. Modulator	CO70491	50.00
520ST/1040ST 13 Pin Monitor Rt. Angle Receptacle	CO70134	3.00
520ST/1040ST 14 Pin Disk Drive Rt. Angle Recept.	CO70131	3.00
520ST/1040ST 13 Pin Monitor Connector		4.00
520ST/1040ST 14 Pin Disk Drive Connector		4.50
520ST/1040ST Rt. Angle Cartridge Connector	CO70129	4.00
520ST/1040ST DB-19 Rt. Angle Hard Disk Connector	CO70130	4.00
520ST/1040ST DB-25 Male Modem Connector	CO70132	1.50
520ST/1040ST DB-25 Female Printer Connector	CO70133	1.50
520ST/1040ST Keyboard Keycap Kit	CO70258	22.00
1040ST Internal Power Supply	CA070059	68.00
1040ST Keyboard Assembly	CA070057	90.00
1040ST Mother Board	CA070097	CALL
1040ST Dust Cover		8.50
68 Pin Square I.D. Socket	CO70120	6.00
ST I.C. Retention Clip, 69 Pin Square I.C. Socket	CO70718	.50
3½" SSDD Epson Drive Transport	CO70219	128.00
3½" DSDD Newtronics Drive Transport	CO70350	165.00
3½" DSDD Chinon Drive Transport	CO70352	165.00
SF300 Series Disk Drive Power Supply	CO70091	45.00
SF300 Series Drive I/O Board	CA070063	40.00
SF354/SF314 Disk Drive Dust Cover		8.50
SF354 Owners Manual	CO26052	2.00
3½" Dysan Alignment Disk, SSDD		40.00
3½" Dysan Alignment Disk, DSDD		55.00
ST Series Mouse	CA070025	50.00
ST Series MIDI 5 - 6 Ft. Cable		6.00
1040ST/SH204/SM124 Power Cord	CO70349	6.50
1040ST/SH204 Hard Disk 1 to 2 "Y" Power Cord		10.00
SH204 Hard Disk I/O Cable	CO26170	24.00

CONNECTOR/RECEPTACLES

5 Pin DIN Rt. Angle Receptacle (Monitor/ST Midi)	CO14388	$ 1.00
7 Pin DIN Rt. Angle Receptacle (XL/XE)	CO10448	1.25
7 Pin DIN Connector (XL/XE Power Supply)		1.20
7 Pin DIN 520ST Rt. Angle Power Receptacle	CO70135	2.50
9 Pin DB-9F Joystick Receptacle	CO10448/FK100307/CO19062	1.10
9 Pin DB-9F Female Connector (850)	CO15581-09	1.30
DB-19 520ST/1040ST Rt. Angle Hard Disk Connector	CO70130	4.00
DB-19 520ST/1040ST Solder Cup Connector		3.50
DB-19 520ST/1040ST Hoods		1.50
DB-25 520ST/1040ST Modem Connector	CO70132	1.50
13 Pin I/O Cable Connector		3.00
13 Pin I/O Receptacle	CO12995	2.50
13 Pin 520ST/1040ST Monitor Connector		4.00
13 Pin 520ST/1040ST Rt. Angle Receptacle	CO70134	3.60
14 Pin 520ST/1040ST Disk Drive Connector		4.50
14 Pin 520ST/1040ST Disk Drive Receptacle	CO70131	3.75
15 Pin DIN Joystick Receptacle (5200)	CO18013	1.30
15 Pin DIN Female Connector (850)	CO15581-15	2.00
16 Pin Double-sided Header w/Gold Plated Pins		1.25

CABLES

1 Foot I/O Cable (drive to drive)		$10.00
Atari 3 ft. I/O Cable	CA014122	10.00
CX81 6 ft. I/O Cable	CA015900-01	12.00
CX89 Color Monitor Cable		9.00
Atari CX86 825 Printer Cable	CA015900-02	15.00
Atari CX87 Modem Cable (DB-9 to DB-25)	CA015900-03	12.00
Atari CX88 Terminal Cable (DB-9 to DB-25)		13.00
850 to Printer Cable (DB-15 to Centronics Connector)		15.00
Monitor Cable (5-pin DIN to 4 RCA connectors)		4.50
"Y" Paddle Cable	CO10810/FK100305	3.00
Joystick Cable (6 cond.)	CA018145/FK100306	1.50
Joystick Cable (8 conductor 1-inch leads, #8 wire clipped)		3.00
Joystick Cable (9 conductor)		3.95
Joystick "Y" Cable Adaptor (1M to 2F)		8.00
1040ST 6" - 12" Joystick/Mouse Ext. Cable		8.00
1040ST 12" Joystick/Mouse "Y" Cable (2M to 1F)		8.00
520ST/1040ST 3 ft. Disk I/O Cable	CO70139	16.00
520ST/1040ST 6 ft. Disk I/O Cable		18.00
520ST/1040ST Monitor Cable	CO70264	20.00
520ST/1040ST 6 ft. Printer Cable		10.00
520ST/1040ST 12 ft. Printer Cable		18.00
520ST/1040ST 6 ft. Modem Cable		12.00
520ST/1040ST Hard Disk I/O Cable	CO26170	24.00
ST Series Midi 5 - 6 ft. Cable		6.00
Midi or Monitor 6 ft. Extension Cable		6.00
3 ft. to 15 ft. Coiled Joystick/Paddle Extension Cable (1M to 1F)		10.00
6 ft. or 12 ft. Joystick/Paddle Ext. Cable		5.00 / 7.00
10 ft. or 20 ft. Joystick/Paddle Ext. Cable		6.00 / 8.00
850 to Printer 6 ft. Ext. Cable (DB-15F to DB-15M)		9.00
850 to Printer 12 ft. Ext. Cable (DB-15F to DB-15M)		12.00
5200 Controller Cable Assembly	CA018145	4.90
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1 Meg Potentiometer for Paddles	CO10464	1.00
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Paddle Knob	CO10457	2.00
Paddle Fire Button	CO10739	.75
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Atari Joysticks (ea.) Call for any price change	CX40	9.00
Atari Remote Control Joysticks	CX42	30.00
Atari Proline Joystick	CX24 (ea.)	12.00
Joystick "Blaster" Module w/Adjustable Fire Rate Control		4.00
Wico Arcade Heavy Duty Joystick (Requires mounting)		12.00
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Atari Joystick Rubber Feet (Set of 56)	86-1004	1.30
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5200 Joystick Controller	CX52 ea.	27.00
5200 Joystick 6 ft. or 12 ft. Extension Cables		9.00 / 12.00
Atari 850 Interface	A850	125.00
Atari 1050 Disk Drive (Call for Price Changes)	A1050	159.00
Sams Computerfacts Service Manual 1050 Disk Drive		20.00
1050 Dust Cover		8.50
Atari XM301 300 Baud Direct Connect Modem	XM301	49.95
Atari 300/1200 Baud Modem	SX-212	99.00
Atari 80 Column Unit w/Parallel Printer Port For use w/High Resolution Monitors	XEP-80	79
CX85 Keypad	CX85	12.[illegible]
CX85 Keypad Field Service Manual	FD100176	30.00
Atari Light Pen	CX75	40.00
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ICD 800XL/1200XL 256K Rambo XL (Less RAM)		39.00
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ICD Multi I/O Box, RAM Disk, Parallel Printer Port, Modem Port Spooler, Hard Disk Interface (XL/XE Computers) 1 Meg Model		349.00
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CX22 Track Ball Field Service Manual	FD1006600	20.00
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AERCO easieST Memory Upgrade

THE SECOND CHAPTER...

Reviewed by Tom Neitzel, S*P*A*C*E

I wrote an earlier article in the June, 1987 PSAN regarding the installation of the AERCO easieST memory in one of the club's 520 STs. I was impressed with the overall quality of construction on the upgrade, the relative ease of installation, and the support that the factory gave over the telephone. I saw a great deal of potential in the upgrade board since it apparantly was designed to allow up to 4 MEG of memory to be present in the 520. I was also told that the documentation would be forthcoming on how to make the upgrade to 4 MEG work.

I have received the instructions for the modifications necessary to make the easieST RAM upgrade function at 4 MEG (using 32 ea - 1 MEG chips).

To be absolutely blunt, I am truely disappointed in the instructions. They are relatively clear and appear complete, BUT I would not even THINK of attempting to use the AERCO upgrade to run 4 MEG in a 520!

The AERCO memory board MMU replacement socket must be greatly modified to allow 4 MEG. These modifications I consider to be far too extensive to expect most computer hobbiests to successfully complete. The changes to the boards include the addition of several jumpers, the cutting of several circuit board traces, the removal and replacement of 33 resistors (thats right, 33 of the little devils), drilling a hole and passing a wire through the board, and, most disturbing to me, the removal (breaking off) of 11 pins from the MMU socket. This is a "one-way" upgrade, no pulling out the changes and returning to the beginning.

In all fairness, the first paragraph of the upgrade instructions reads "These instructions assume you've had lots of experience cutting traces and solderin on dense PC boards. If this is not the case, please let your dealer or AERCO perform the modifications. We charge $40 plus return shipping." I would encourage you to pay the $40 if you must have 4 MEG of memory with the AERCO board.

I think that the basic AERCO easieST memory upgrade is a good product for the 520 if you want to increase your RAM to 1 MEG (using 256K chips) or 2.5 MEG (using 16-1 MEG chips). These two memory configurations can be handled without alteration of the basic upgrade components. I would not personally push the upgrade to 4 MEG.

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(HAPPY DAYS ARE HERE - Continued)

allows you to convert IBM files to Atari format and vice-versa.

So as you can see I am very pleased with my latest modification. I am truly "HAPPY" with the dramatically quicker disk accesses, paritcularly when using the Irrational O.S. for the high speed disk I/O. In fact, if it were any faster, the normal I/O bleeps heard would be a constant tone. The special low price made it possible for it to happen. Hopefully, Happy Computers may offer it again in the future so that more people can take advantage of this great upgrade.

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A DANGEROUS TRIANGLE

Life experiences by Thud Rooter, STARBASE

When last I left you I was happily reviewing 8-bit software and politely ignoring the ST. Life was so much simpler then.

I kept two systems set up in the living room. My XL was tied into my two 810's and my modem. I could sit and let the XL down load software off GEnie and CompuServe (and a few local resources) while I played ULTIMA IV and LEATHER GODDESSES OF PHOBOS on the XE.

And then it happened! I started dating a woman more than casually. As we all know, the two most devestating things that can happen to a computer enthusiast's schedule are romance or a job. And I already had a job! What to do?

I did the only sane thing in the situation...I let her play on the color monitor while I played on the monochrome. A romance was strengthened and another Atarian had entered the fold. Who could ask for more right? Wrong.

At this point there enters a force so devestating, so over powering that surely my sweety and I must be driven apart.

It all started innocently enough. I bought an ST.

I quietly took down the XL, hid the monochrome monitor in the closet and left the color set on the XE. My lady still didn't know the differance, after all she had yet to go to a users group meeting so she didn't realize that she had been 'left behind' with just an 8-bit.

At first she didn't realize that I was being unloyal to her ((and my faithful XL) not to mention my 800!). Then she began glancing at the screen after hearing the intro music and synthesized voice singing on STARGLIDER, the graphics on the character's shields in PHANTASIE, and the cute, little, old man on his quest in GOLDEN PATH. Then I heard those fateful words, "Let me play on the ST now."

You've all been there, you have sat patiently waiting for a turn on your own computer. You've listened to someone brag about the battles they have won in ALTERNATE REALITY or how tough SHANGHAI is after a couple of beers, right?

At first she started coming over more and more often so she could keep her characters as strong as mine in PHANTASIE, then we moved in together, so I wouldn't do too much in UNIVERSE II that she might miss.

I was becoming a wreck. There were actually nights where I spent less than an hour (or two) on my machine. And then while wiping the dust away from my 8-bit bins it came to me! A way out of this dilema, a way to regain my position in front of my ST!

It went slow at first. Strange men coming around and calling me at odd hours. At first I thought I wouldn't pull it off but last Sunday I knew I had accomplished the unthinkable. I had sold enough 8-bit stuff to go out and buy a second ST!

Oh joy! Oh bliss! We sat down together for the first time, and booted up the 1040 and 520FM side by side. I let her have the 1040 with the SC1224, I used the FM with the color tv (yes, I AM one heck of a guy, but love will cause a man to do what a mans gotta do, pilgrim).

So life is pretty wonderful again. I got my gal by my side, my ST in front of me....and just in case, my XE over in the corner.

HOW TO USE "ARC"

By Antic Publishing Inc., (C) 1987
(Reprinted via SPACE/MAST, 8/87)

For the ST!

ARC (short for "Archive") is a file library and compression utility. Compressing files with ARC will allow easier telecommunications by combining files and shortening their transfer time. Download ARC.TTP from the Utilities section of the Atari 16-bit forum (type GO ATARI16).

HOW TO USE ARC:

- double-click-left on ARC.TTP icon.
- observe OPEN APPLICATION menu for ARC.TTP parameters.
- enter switch, archive name and file template (ex: lh arc.arc *.*).
- press [RETURN] or click-left on OK box to start.
- 'press any key to continue' after completion.

SWITCHES OPTIONS:

Form: arc [amdxelvth] ‹filename.ARC› [‹filename›...]

a = add files to archive
m = move files to archive
d = delete files in archive
x,**e** = extract files from archive
l = list files in archive
v = verbose listing of files in archive
t = test archive integrity
h = hold screen before returning to Desktop

EXPLANATION:

a - Add files to archive. This switch will force update or addition the indicated regardless of creation time and date.

m - Move files to archive. Same as 'a' switch except that the files are deleted from the directory as they are moved to the archive.

d - Delete files in archive. The files are lost forever and the archive is recompacted to remove the data for these files.

x,**e** - Extract files from archive. A copy of the files in the archive are created in the current directory in an uncompacted state.

l - List files in archive. Limited information listing of files contained in an archive. Displays only the filename.

v - Verbose listing of files in archive. Complete information listing of files contained in an archive. Displays the filename, original length, storage nethod, storage factor (% savings), compacted size, date, time, and CRC.

t - Test archive integrity. Check the archive to make sure it does not have any bad files contained.

h - Hold screen before returning to Desktop. This switch should be used whenever ARC is executed from the Desktop, except in conjunction with file redirection.

(Continued at right)

For the 8-Bit!

An ARC (pronounce "ARK") file contains one or more files which have been compressed into a single file. Use ARCX.COM to extract the files from the ARC file. ARCX is a machine - language program which requires at least 48K. ARCX.COM may be downloaded from the Utilities section of the Atari 8-bit SIG (type GO ATARI8).

HOW TO USE ARCX.COM:

Before running ARCX be sure you have removed all cartridges and BASIC is off. Now load ARCX.COM from DOS (use DOS menu choice 'L'), or type ARcx if you are using Sparta or an OSS DOS. ARCX will ask you for the name of the ARC file to extract files from. (If you don't remember the filename, you can get a directory by pressing the [+] key.) After typing-in the name of the ARC file, ARCX will ask you for the drive to send the extracted files to. ARCX will extract all files from the ARC file and write them to the destination drive. Next, ARCX will ask you if you want the screen turned off. If you press '**Y**', then the screen will be turned off during the extraction process. This will speed up the process about 10%-20%.

ABOUT ARC:

The expansion algorithms used to extract ARC files are quite complex, and therefore rather slow. (About one minute for each 5K of source file.) ARCX uses all available memory and buffers the input and output so your disk drives won't be running all the time. Keep in mind that the extracted files can be more then twice the size of the original ARC file. Be sure you have enough room before you start!

ARC was originally written in C by Tom Henderson of System Enhancement Associates. The source code was placed in the public domain allowing for ARC and ARCX to be ported to a wide variety of computers. For complete instructions, refer to the documentation files in the Utilities Library of the Atari 8-Bit SIG.

****

(ST ARC -Continued)

EXAMPLES WHEN USED FROM THE GEM DESKTOP:

ah FILES.ARC *.PRG Creates a new archive file called FILES.ARC and puts all files ending in PRG inside.

xh FILES.ARC *.* Extracts all files from FILES.ARC.

xh FILES.ARC " "

xh FILES " "

xh FILES.ARC *.DOC Extracts all files ending in .DOC. In each case, the 'h' holds the display instead of immediately returning to the GEM Desktop so you can view filenames, messages, etc. These are just to help you get started.

For complete documentation, see ARC.DOC in the 16-bit section of SIG*ATARI (type GO ATARI16).

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ST UTILITIES

Some Useful Tips

By Terry Schreiber, T.R.A.C.E.

ARC.TTP

Most of the files that get uploaded to a BBS have been compressed using the utility program called ARC.TTP. If a program you want to download has the extender ".ARC", then you'll have to use this same utility to un-compress the program.

It would be appreciated *(by SYSOPs)* if ALL files being uploaded are ARCHIVED in advance so that they take up less disk space and take less time to transfer over the phone lines. (Thanks!)

USING ARC.TTP

Any program with an .ARC extender (called an ARCHIVE) can actually contain more than one program. These are usually related (e.g., A program and its documentation and data files). To extract the files from within an ARCHIVE, double-click on ARC.TTP and when the application box appears type:

XH [filename.ARC] *.*

- The 'XH' means 'Extract files and Hold screen'.
- The [filename.ARC] is the name of the archived file you wish to act on.
- '*.*' means 'act on ALL the files within that archived file.

** *Make sure there is a space between each of these parameters!*

MAKING YOUR OWN .ARC'S

Double-click on ARC.TTP. When the application box opens type:

MH [filename.ARC] [filename.xxx]

- The 'MH' means 'Make archive and Hold the screen'.
- [filename.ARC] is the name of the resulting Archive you hope to achieve.
- [filename.xxx] is name of the file you wish to include into the Archive.

** *Make sure there is a space between each of these parameters!*

(The wildcards ? and * can be used within or in place of [filename.xxx].)*.*

DCOPY 1.9

DCOPY is probably the most useful all-round utility I have found! This program will also allow you to arc and de-arc programs. It is FREEWARE courtesy of Ralph Walden of Eugene, Oregon, and is very user friendly. The one drawback I have found is that it doesn't allow un-arcing in folders. DCOPY also allows a format option (regular or extended or twisted) and a view filenames in arc option so you do not have to de-arc the file to see what it contains.

There are many other utilities, but these are the most outstanding. Ask your club librarian for a copy.

****

HOW TO STOP 1040ST WHINE

By Mark Sloatman, Bay Area Users Group
(Reprinted via The ACORN Kernel, July '87)

Does your 1040 whine? When you boot-up do you get the mosquito repellant? If so, this is for you. Here is the "OFFICIAL" Atari 1040 power supply fix for units with a high-pitched whine emitting from them.

The problem is the switching power supply used for the RS-232 port. It is supposed to switch at around 18khz, but due to parts tolerance, it sometimes falls lower than that; the result being described as "drive whine" and defective power supply modules. The circuitry is actually on the motherboard.

This mod also cures a video "flutter" which sometimes occurs. Faint horizontal bars float up and down the screen. If you are not faint of heart, here are the instructions for the modification.

NOTE: I do not recommend this mod if you are not familiar with electronics! You will be playing with the power supply, and if done incorrectly, it could fry your ST! I am providing the information so the folks who are out of warranty can do it themselves. Also, some dealers may not be familiar with the problem. I do not accept responsibility for amy permanent mushroom clouds you may cause. OK, here goes:

Take the case off your 1040ST. Remove the power supply module. It's pretty straight-forward, as there is a plug for the wires. Untwist the grounding tabs on the shield and lift the shield off the printed circuit board. The parts to change are on the motherboard, beneath where the power supply was, and to the right of the ROMs.

CHANGE:

Part No.	From	To
R17	1 Ohm	5 Ohm
L4	100 uH	220 uH
C28	100 pF	330 pF

Now looking at the 1040 from the front, here is where the stuff is: R17 is a 1 Ohm resistor (Brown-Black) and sits below C26 (yes, that IS a capacitor!). L4 is the resistor looking thingy (a molded coil) to the right of the IC, a TL497. It's color code is Brown-Black-Brown. The capacitor C28 is located to the left of the IC, next to a larger black capacitor. It's color code is also Brown-Black-Brown. ***While these locations should be accurate, please note they could, and may change at any time. It is important for you to replace the correct components.***

You will need a good soldering iron, solder, a de-soldering vacuum bulb or solder wick. The replacement parts should have a tolerance fo plus or minus 5%. If not, it's time for the service center! The only part which is actually hard to find is the inductor (molded coil) L4. The part number is 35F1885 and is called a Deci-Ductoe. The cost is around $4 each.

Well, that's about it. Hopefully, after this point you will power up to a blissful silence and have saved $$$ to boot.

Good luck.

****

CX22 TRAKBALL MOD FOR THE ST

A "You-Build-It" Project!

By D.E. Wenzelburger, S*P*A*C*E

A while back, after fighting for space on my desk for my mouse, I thought that a trakball, under some circumstances, would be nicer to use. Until Atari Trek I was unsure of which model to use. There I found that an STDIO member had a working setup using the Atari model CX22. The following is a quick (and probably not the only) method to modify the Atari trakball for use on an ST computer.

First a list of parts and equipment needed:

(1) CX22 Trakball.
(2) Joystick extender cable (purchased from Radio Shack).
(3) 2 feet of 24 or 26 gauge hookup wire.
(4) Soldering iron and solder.
(5) Philips screwdriver.
(6) Wire cutter.
(7) Ohmeter (if possible).

And now on with the show. The purpose of the joystick extender cable is that the existing cable does not contain enough leads, so we have to replace it. The new cable may be a bit longer than you'd like. I'll leave that up to you. The easiest way to tell you which end to cut off is to plug one end into your ST (turned off of course!!) and cut off the free end. It's also the *male end* that gets cut.

Next unscrew the four screws on the bottom of the CX22, and carefully pull the two halves apart. (Warning,these are sometimes pretty stiff). Remove the plug from the circuit board. Also remove the "Q" ball and the two shafts. Unscrew the screws on the circuit board and remove it.

See figures 1 & 2. Carefully cut the foil traces as shown in Figures 1 & 2. Using Table 1, connect the test points show with the hook-up wire.

Reinstall circuit board and screws.

To be on the safe side, it's a good idea to check out the new cord. I wouldn't trust Radio Shack to always use the same color wires in their cables. Use Table 2 and Figure 3 to verify that your's is the same as mine.

Now back to the trakball case. Remove all of the red wire from the trigger buttons.

Next, carefully pull the black leads on P1. They and their contact should pull from the plug. Cut off the black wire going to the old cable.

The next step may be tricky. I was able to pull the rest of the wires out of P1 without damaging it. If all else fails you can always solder the cable directly to J1.

Carefully strip off enough covering on the new joystick cable so that the wires can reach the trigger switches.

Next I applied enough plastic tape around the end of the cable so that when the cover is on there is enough resistance the cable will not pull out.

Per table 3, connect the new joystick cable. I reused the old plug by cutting some of the plastic dividers down to get a soldering iron on-to the connection. Reconnect plug, replace shafts and "Q" ball, and put cover back on.

The switch on the left hand side must be in the JOYSTICK position for this modification to work. If for some reason it fails to work, carefully recheck the trace cuttings and your P1 connector wiring.

FIGURE 1

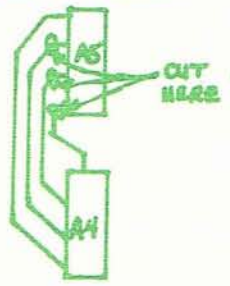

FIGURE 2

FIGURE 3

TABLE 1

TP1	to	TP9
TP2	to	TP12
TP3	to	TP11
TP4	to	TP10

TABLE 2

1. WHITE	6. ORANGE
2. BLUE	7. RED
3. GREEN	8. BLACK
4. BROWN	9. YELLOW
5. GRAY	

TABLE 3

BLACK	Gnd	J1-1	(Solder to contact with other BLACK wire.)
RED	+5	J1-2	
GREEN	XA	J1-3	
BROWN	XB	J1-4	
WHITE	YB	J1-5	
BLUE	YA	J1-6	
ORANGE	L. Button	(where RED was)	
YELLOW	R. Button	(where RED was)	

****

GUILD OF THIEVES

Adventure game review by Dan Berg, BRACE

By Magnetic Scroll, for all ST computers

"You are an aspiring member of the infamous Guild Of Thieves whose exploits and daring deeds pervade Kerovniam folklore."

And so begins another adventure in Magnetic Scroll's world of Kerovnia. Set in the same land as THE PAWN, this text adventure, augmented by graphic paintings, casts you as a young thief who has been sent to loot a castle as part of his/her initiation into their ranks. And like all good adventures, this is easier said than done.

This could easily be looked at as a sequel of sorts to THE PAWN. In some respect it is. It is set in the same land as THE PAWN and uses the same format in telling its story, but that is where the similarities end. This time out, you are a young thief who has to loot an entire castle. Failure is something you would rather not think about knowing the Guild's history. One of the more interesting aspects of this game is that you have to figure out exactly what to steal and what to use. There are some obvious things, like paintings and so forth, but what about the stray Kerovnian Bill. Keep it or use it, if you can. (I'm not telling.)

Without giving much of the plot away, I found this game a lot easier to move around, at first, than THE PAWN. I could move relatively freely about in the castle and countryside, but it did take me some time just to get out of the boat at the very beginning. The solution was rather satisfying after I figured it out. Just for fun, I looked up the answer in the hint section and found it to be different than my own. I find there is strength in a game like this when you can have several ways of solving a single problem. It allows for creativity and adds more life to the game.

The contents of the game are quite interesting. In addition to the beautiful castle that you must explore, there are a number of people with whom you must interact, including a guard who runs a rat race. Talking with these people or even moving about is easy and simple with the parser the program uses. It will understand simple and complex phrases and will ask you to even be more specific when needed, instead of doing something stupid an unintentional.

There are several features that I think are worthy of being mentioned. You can turn the graphics on and off, depending on your mood, whether you wish to take the time for the pictures to load and enjoy the scenery or want to move as quickly as possible. The game runs on both color and monochrome monitors and in monochrome mode, you can adjust the way the picture is displayed by the stipple, dither and freehand options. Each mode presents the picture in a slightly different way. You can mix these to your preference. One of the nicest features that this program has is one that it shares with THE PAWN. It is possible to define the function keys as frequently used phrases. I find this really helpful because I am frequently typing in "exits".

There are few things that I can find wrong with the program. I haven't had it crash on me yet. The biggest complaint I have is that it is heavily copied protected. This, in itself, doesn't bother me but the program cannot be run from a ramdisk. It can't even be loaded into one. It would have been nice to have been able to load all the data into memory at once.

(Continued at next column)

BRADLEY FORTHWARE NOTES

By George Terpening, S*P*A*C*E

For All ST Computers from
Bradley Forthware, P.O. Box 4444, Mountain View, Ca. 94040

This article is for those of you who have a version of Bradley Forth (ver. 1.1 is on S*P*A*C*E ST Disk 004) and have not yet become a registered owner. One of the advantages of becoming a registered owner is that Mitch Bradley sends a newsletter to the registered owners. I have just received the second one and I thought you would like to hear some of the things in it. The newsletter contains announcement of new products, patch listings for version 1.1, useful Forth programs, and most importantly a column which answers questions from people who have Forth programming problems.

The latest new product which was scheduled for release on July 25, is a GEM Window Interface which will run with Forth version 1.1. This interface lets the Forth interpeter run in a GEM window which can be moved, resized, and scrolled in the normal GEM manner. The "virtial screen" is larger than the physical screen, so you can use the scroll bars to look at some numbers of previous input and output lines. The mouse can be used to move the text cursor or to select pieces of text to include in the command line. The "info stripe" at the top of the window displays the contents of the Forth data stack. You can change to any size font you wish, and select text attributes such as bold face, italic, and shadowed text. Menu selections are provided for certain operations, and you can change menus at will. Desk accessories ate used in the usual manner as well as file selectors. You can assign commands to any of the keys on the keyboard, including the function keys.. Forth conditionals and looping structures such as IF..THEN, DO..LOOP, etc., can now be executed directly from the interpeter, rather than having to compile them into a colon definition.

A high level window interface wordset makes it easy to create other windows from your application. The low-level VDI and AES call have been completely re-engineered with the arguments and results being passed to on the Forth stack, so you no longer have to bother with the GEM parameter arrays. Overlapping windows are fully supported and an example of window graphics is included in the package. The cost of the package is $25 to registered owners. To become a registered, owner the cost is $50. What that buys you is the afore mentioned newsletter, a GOOD manual which describes the Bradley Forth features, and provides you a way to get your Forth programming questions answered. The way Mitch has selected of bring his product to market by placing the program into the public domain and charging for the documentation, seems to me to be the way around the pirating of the program. Lately I've seen others with good software do the same thing. If you're interesting in becoming a registered owner or want to purchase the GEM window interface or one of the other products which I haven't discussed, you can write to Bradley Forthware at the above address.

****

(GUILD OF THIEVES - Continued from left)

There is a save game feature and it will also allow you to echo everything to the printer though screen dumps are not a pretty sight.

If you are in the market for a really good and complex adventure that has absolutely beautiful paintings, then this is something you should definitely take a look at.

****

True BASIC

For the ST Programmer!

A Review by Brian Hogan, S*P*A*C*E

First, I'd like to make clear that this is not a comparison of various BASICs. This is an unashamedly biased endorsement of a relatively new version of BASIC, by Kemeny & Kurtz(The original authors of the BASIC language).

I must admit I was anxiously waiting for True BASIC, Inc. to come out with the ATARI ST version of their language. A year previous, I had received quite impressive information on the capabilities of this language. At the time it was available for the IBM, the Macintosh, and was being made available for the Amiga. I immediately wrote the company and asked if they had plans of making it available for the ST (At that time, the notorious ST-BASIC was the only thing available). They immediately wrote that they had not yet decided as to which computer they would next tackle, but assured me they were giving the ST a good look. About 6 months later, I received a brochure from the company announcing the coming release of True BASIC for the ST. Also, it would be their version 2.0, the newly updated version for the Mac and IBM. Well, to make a long story short I received my copy in the middle of July. This was great timing, it would give me a chance to try it out and see if I could recommend it as a version of BASIC to teach at Highline Community college.

I'M IN LOVE!!! I have spent the most enjoyable two weeks since I owned my ST (I've owned it for over a year). I had been playing with TDI's Modula-2 and had been getting the hang of it, but I still was basically turned off by the EDIT-LINK-COMPILE sequence. Darn it, a modern language was supposed to be friendly, it should be easy to try out ideas. Even though BASIC has a lot of faults, the newer languages seemed to be moving further and further away from the average person's ability to program. But my experience with Modula-2 had taught me to appreciate some of the modern structures in these new languages, the concept of using local and global variables, building libraries of routines that can be imported into other programs, etc. True BASIC offers all of these within the comfortable syntax of BASIC. Unlike Pascal, you hardly ever find a semi-colon, and you NEVER see := as you do in Pascal and Modula-2. If you wish, you can use line numbers as in your older programs (but as the manual says, why would you want to?). You do have all of the structure needed to write programs in the modern structured style of Pascal and Modula-2. Nary a GOTO need appear in your finished program. Let me give you an example of the decision structure:

```
IF a=2 THEN CALL Newprocedure
```

or perhaps

```
IF a=2 THEN SET COLOR 3 ELSE SET COLOR 2
  (Capitalization is optional)
```

or perhaps

```
IF a=5 THEN
   LET c=a+b
   SET COLOR 3
ELSEIF a=2 THEN
   SET COLOR 2
ELSE
   SET COLOR 1
END IF
```

You have 2 basic loop structures, the familiar FOR-NEXT and a general purpose DO-LOOP. Look at the following dumb examples:

```
FOR i=1 TO 5
  PRINT i,i*i
NEXT i
```

or perhaps

```
DO
  PRINT "hello ";
LOOP     ! this is an infinite loop
```

or

```
DO WHILE x<5
  PRINT x
  LET x=x+.5   ! the use of LET is not optional
LOOP
```

or

```
DO
  PRINT x,x*x
  LET x=x+1
LOOP UNTIL x>10
```

You can even combine the two together and have a DO WHILE--LOOP UNTIL structure. Elegant!!

Ok, where to now? Let's now scratch the surface on my favorite topic--graphics. What can I say--it's just done perfect!! You have to realize that I'm speaking from a Math and Computer Science educator perspective rather than from the "blinding speed, tricky techniques" video game programmer. Having tried to teach the concepts of "windows" (not GEM windows), "viewports", rotation and translation matrices, etc. , you can not imagine my joy at seeing these concepts fully incorporated into a language.

Where to begin? Maybe a few commented commands will give you an idea:

```
OPEN #1:SCREEN 0,.5,0,.5   ! Defines portion of screen
SET WINDOW 0,19,0,37       ! for a window. Now define
                           ! coord. system for window.
OPEN #2:SCREEN .6,.9,.7,1  ! You can set up many screens
SET WINDOW -15,15,-15,15   ! and switch between them.
WINDOW #1                  ! Identifies the active window
SET COLOR 2
PLOT 17,34                 ! obvious--in window coord.
PLOT LINES: 2,5;10,14;3,0  ! Draws 2 connected lines
PLOT AREA: 2,5;10,14;3,0   ! Connects last pt. with first
                           ! and paints in the enclosed
                           ! region with current color
```

There are also a series of "BOX" statements that works within the given box. BOX LINES xmin,xmax,ymin,ymax draws a very fast box.

BOX AREA xmin,xmax,ymin,ymax draws a faster shaded-in rectangle than the corresponding PLOT AREA command. BOX ELLIPSE xmin,xmax,ymin,ymax draws an ellipse with in the boundries of the given box. There is also a BOX CLEAR

statement. However, the best of these commands are:

BOX KEEP xmin,xmax,ymin,ymax IN var$ and BOX SHOW var$ AT xmin,ymin. These allow you to save any portion of the window in a variable, then show it again at some other spot. The BOX SHOW is practically instantaneous!! A BOX KEEP of the whole screen gives a string variable whose length is 32,000 bytes long (Well, what do you know!). Keep a series of pictures in some 32,000 byte variables and you can do some really fancy (and easy!) screen flipping!! It's also easy to set up your own custom menus that show themselves on the screen and then the menu disappears and is replaced by what it was covering up originally. There's a little more you can do with the BOX SHOW statement, but why spoil your fun by telling you?

Ok, the fun is just beginning. True BASIC allows you to form a graphics subroutine. This graphics routine then can be called at any time within your program with various parameters. An example might best show off this feature.

```
! The following is a real working program
!
PICTURE rectangle(s)
PLOT LINES: -s,s; s,s; s,-s; -s,-s; -s,s
END PICTURE

SET WINDOW -15,15,-15,15 !define window coordinates
                         !Window #0 is the default window
DRAW rectangle(5)
DRAW rectangle(5) WITH shift(5,5)  ! shift  up and over
OPTION ANGLE DEGREES
DRAW rectangle(7) WITH rotate(45)  ! rotate 45 degrees
DRAW rectangle(1) WITH scale(4,10)*rotate(20) ! 2 transf.
END
```

In fact you can say WITH any 4x4 matrix you wish. Shift, rotate, scale, etc. are just a few predefined 4x4 transformation matrices! Even though you may use any graphics commands inside the picture subroutine, only PLOT commands are affected by the transformation matrices, (i.e., BOX commands are not affected).

Well that kind of summarizes some of the fun stuff... Oh, I almost forgot. There is a SOUND and a PLAY command that activates one voice of the sound chip. This seems to be very similar to the sound and play commands found in GW-BASIC for the IBM. For example you can give the command PLAY "c4d4e4f+8g+8" in order to play the quarter notes c d e and then the eighth notes f sharp and g sharp. You can set the tempo, play dotted notes, have access to 5 octaves, play a limited number of notes while other commands are executing, etc., etc., etc.

There is an unbelievable amount of Matrix and Array commands. For example, if you DIM A(10), you can fill the array with 2's by simply giving the command MAT A = 2. You can similarly print out a whole array (or matrix) M by giving a MAT PRINT M command. You can also give a MAT PRINT USING command to more specially style your output. If your matrix has exactly two columns, you can give MAT PLOT LINES M, MAT PLOT POINTS M, or MAT PLOT AREA M type commands. Of course you can do ordinary matrix arithmetic also.

When you RUN your program, True BASIC compiles it quickly into a intermediate "b" code. This code then executes more quickly that just a straight foreward interpreter would. You can save your program in both the source code and in the compiled code form.

True BASIC did not just make the program look like the IBM version. They integrated the GEM windows nicely with the editor. You can easily do many things by using the mouse and the drop down menus. Or, you can do everything by either typing in word commands or Control-letter codes. For example, to run your program you can select the RUN command from a menu, or type RUN in the command window , or simply press CTRL-R. You can even select a special output window, and if you're running a graphics program, the plotting is automatically scaled down to fit the window. True BASIC thinks the output window is the whole screen! (Text will not be scaled down, so this would be impractical for a text oriented program).

This latest version of True BASIC also allows you to include MODULES within your program (or from libraries) in almost the same manner that MODULA-2 uses the concept of modules. Also, subroutines(called procedures) can be internal to the program, sharing all of the main program's variables, or they can be external, with their own local variables. With my limited experience with MODULA-2, I can see it would be very practical to develop a program using True BASIC, and then translate it EASILY into MODULA-2 if you needed the extra speed of a compiled language. The price is comparable to the new basics coming on the scene--$79.95. I know there is or will be available software to make your program operate on a stand-alone basis.

One last thing, you can incorporate routines written in Assembly Language or in C within your BASIC program.

In closing, it really is a program that deserves your attention and thought if you're in the market for a new language. I heartily recommend it!

****

ADVENTURERS, HELP!!

By Carolyn Caine, S*P*A*C*E

THIS IS AN EMERGENCY!! The need for this column became clear when one of my fellow workers, to whom I had been proclaiming the virtues of the ST computer, pointed out that at least she could get past the alien guard on her (should I say it) Commodore 128. On top of that she was using the clues I had sent for from Polarware! The game in this story is Oo-Topos. I sent for the clues which say to shoot the alien with the laser. Everytime I do that everything blows up and I get hauled back to my cell unconscious only to have to start the game over. When she did that on her Commodore, the alien died and she was able to move into the part of the ship that had all the stuff you need to begin solving the adventure. So HELP! -- save me from the ridicule of a Commodore user. She wants to know what good is all that power if can not even get past the Alien guard so I can play the game. Please send me your answer fast!

If you don't know the answer to that problem, perhaps you have just solved some difficult part of another sticky adventure or perhaps you are stuck someplace yourself. Send your questions and your clues to me at the PSAN mailing address or upload them to the newletter section of the S*P*A*C*E Bulletin Board. This request is open to anyone reading this newsletter.

Even if you don't have any other clues; help me with this one, so I can once again hold my head up and boast about the power of my computer to this Commodore owner! If you are really dedicated you will go out an buy this program and work on it until you can tell me what I need to know. So please go out and do your duty as a loyal Atarian. Thank-you.

SIGNED ST-umped!!

****

PIRATES OF THE BARBARY COAST

An 8-Bit Game Review by Penny Ornston

From Starsoft Development Labs

I had seen Pirates of the Barbary coast advertised heavily for the ST, and was very happy that such an interesting looking game was going to be released for us 8-bitters as well. What sits before me is a Beta copy, and to my knowledge this program has not been released yet. I do not know what the retail price will be, which is unfortunate as this would probably influence my review.

Pirates of the Barbary coast has nice graphics. There are pull down menus making all player activity much simpler than using the keyboard. You only have to filp the disk once and that is right after loading, which is nice. In general, the program is very friendly and easy to use.

The scenerio in the game is as follows: You are the captain of a ship. An evil pirate named Bloodthroat has kidnapped your daughter and is asking for a ransom of $50,000. You must make enough money to pay the ransom through buying and selling goods, finding burried treasure or fighting Pirate ships. Then you meet with Bloodthroat and either give him the money, or fight him. The choice is up to you. Oh, and one more thing. You have 30 days to accomplish all of this.

Making enough money to pay the ransom is fairly easy. You travel from one port to another buying goods at a low price and selling them at a high price. Prices can be very random. If you found that RUM was selling well in Tangiers the last time you were there, and you go there again hoping to cash in on the RUM you bought in Tripoli, you might find that it is now rock bottom and be stuck with it for a while. Your ship can only hold just so much, so you have to use a little common sense along the way.

Fighting Pirate ships can be a hazardous task! Loading the cannons is a long and ardurous task, and your aim must be good as well! Practice can only help! You always have the option of FLEEING the scene of battle, so you do not have to stick it out until you're sunk. If however, you are fortunate enough to sink the enemy ship, you will have your choice of taking the ships log (with useful hints) or the booty. I think it is better to take the booty. You will need the extra cash for a high score, & your ship will doubtless need repairs as well.

After fighting, whether you win a battle or have fled the scene, you will usually have a damaged ship, and some casualities. You can take your ship in for repairs, and purchase more men, food or weapons at any of the city ports. Prices for all of these things vary from place to place, and game to game.

If you stay away from pirate ships, then you will find that winning the game is easy. Too easy if you ask me. I wish there were some sort of level selection to make it more difficult. The program does keep track of high scores, and that is a plus. Achieving a high score is definitely something worth working toward. There are random elements in the game, and that is a big plus. If it weren't for that, the game would be boring by the second time you played it.

All in all, I like the game. I only think it is too simple. I don't know if I would recommend buying it--that depends entirely on the price! If the price were reasonable, I would definitely buy it. If the price were a little high, then no way! I don't think I would be able to get my money's worth.

****

HAPPY DAYS ARE HERE

The HAPPY enhancement for Atari 810 and 1050 drives
Reviewed by Nick Berry, S*P*A*C*E

HAPPY COMPUTERS, Inc.
P.O. Box 1260, Morgan Hill, CA 95037
(408) 779-3830

I remember the first time I saw a Happy enhanced disk drive in operation. My eyes got kinda big and a little bit of saliva dripped down my chin. Here was something really slick. Fast disk reads and writes, and the ability to back-up copy protected software were things I knew I wanted for my 1050 drive. And those added switches and LED light of the controller board put a lump in the throat of a hardware hacker like myself. But there was a major catch. It all cost money. And lots of it. Not long ago, the Happy enhancement and Controller board would put you back about $215. GULP!!! Then one day not long ago, the S*P*A*C*E Treasurer, Tom Nietzel, told me of a special, limited time offer from Happy Computers. They were offering the 1050 Enhancement and Controller board thru June 30th *(Ed., since extended through August and possibly later)* for the reasonable sum of $110. This was something that the old checkbook could handle. Needless to say I put in my order with Tom, who was ordering a few of them for club members.

Installation of the Happy Enhancement was quite straightforward and was little more than a plug-in operation. I performed the modification at the SPACE hardware SIG meeting so that others could witness this historic occasion, and I was also hoping that someone who had done a Happy mod would also be there. Fortunately, Tom Nietzel was there and he had performed the upgrade more than once and even had a shortcut or two to speed things up. I had to open the disk drive case, unplug two connectors, remove the R.F. shield, pull two I.C.'s, plug in the Happy board and then put the whole mess back together. I put in the Controller board as well which contains the Fast/Slow and Write control switches and an LED to indicate Write status. The switch and board assembly mounts to the front panel of the 1050, so drilling of three holes into the panel is required. The two switches and LED are mounted to the circuit board, therefore, the holes must be precisely drilled so that everything fits. Since I work in a machine shop, I took my front panel to work with me so I could use a drill press to more accurately drill the holes. Even at that, the front panel plastic is so soft that the drill wandered slightly and I had to enlarge the switch holes to make the board fit. With the Controller mounted to the panel, the remainder of installation consisted of plugging it in.

Fantastic, but now what do I do with it? Well, I ran a little test to check loading times. I used a commercial game called NINJA. (Note: Not all commercial software will load in Fast mode.) In normal Slow mode it loaded in 47 seconds. In Fast mode it took 36 seconds. I had one more check to make though. My 800XL has the Irrational Operating System in it which can access the special high speed I/O mode of the Happy. This consists of pressing SHIFT/CONTROL/W at the time of disk access. Doing this slashed load time to only 19 seconds, almost half of the Fast load time. This will vary with different programs, but indicates what is possible with this setup. The other function of the Happy enhancement is the ability to back-up protected software. What more can I say about that, except that it works great. No need to worry though. I have no plans to start wearing an eyepatch and a pegleg. And, as reviewed by Tom Nietzel in the July PSAN Newsletter, the current Version 7.1 Happy Warp Speed software

(Continued at bottom of the next page)

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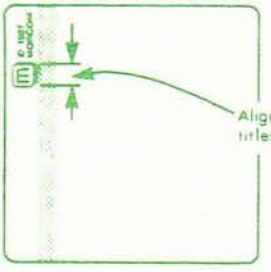

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TRAILBLAZER

An 8-Bit Game Review by Omar Crawford, STARBASE

New games are constantly coming out for the 8-bit machines, although not as fast as they once did, but the quality of the games seems to be consistantly high.

Take for instance TRAILBLAZER, from MINDSCAPE, the company who brought us the HALLY PROJECT, BANK STREET MUSIC WRITER, and many others.

TRAILBLAZER will run on any ATARI with a minimum of 48K memory, thereby giving those of us who do not have a 130XE another new program. The program comes on a 5-1/4 inch disk with Commadore on one side and Atari on the other, I understand it loads just fine on the 'new' Commadore auto-load disk drives, without having to type in a loading sequence, but then we don't have these problems do we?

If you liked BALLBLAZER from Atari/Lucasfilm and RAINBOW WALKER from Synapse you'll like TRAILBLAZER. TRAILBLAZER is a cross of both games in that it's a two-player split screen fast scrolling (ballblazer) soccer ball race down a rainbow race track (rainbow walker) with pot holes and colored squares that make you bounce or slow down depending on the color.

There are a number of different levels and ways to play, ie. by your self, against the computer, or against another opponent. The pace is fast and involving, requiring good concentration and a quick hand on the joystick. I understand TRAILBLAZER is also out for the ST but I haven't seen it yet.

At this point I would like to thank MINDSCAPE, INFOCOM, DATASOFT, MICROPROSE, SSI, ACCESS, BRODERBUND, ETC., ETC., publicly for their continued support of the Atari community.

Well thats it for now, I have got more new programs to try out so I can get my impressions on paper and keep Big Al off my ----. See you all at the next meeting, Omar.

****

520FM Versus the 520!

By Thud Rooter, STARBASE

As mentioned elsewhere this issue I broke down and bought a 520FM specifically because it would run through the TV. I had hoped that STARBASE or one of the other groups would do a demonstration of the two machines side by side. If anyone has I missed it, but I don't mind.

If you have been working on someone elses machine and look for the 520STFM to have the same crisp, bright graphics that you get on the SC1224 monitor you are in for a major dissappointment. Graphics are fuzzier and colors not as sharp. Now bear in mind that I am using a 13 inch color from Korea that I bought EXTREMELY reasonably at Silo. This is not a TV/monitor. This is just a plain television. And the pictures are not bad at medium resolution. But they don't come near what you get on a monitor. My guess is that if you HAVE a TV/monitor, you may get a pretty good picture.

STWriter in 80 column on the STFM, through a TV, is a little painful. But switch to low res and you still have 300k of free memory to fill on a screen that looks an awful lot like what you are used to with AtariWriter (and I still swear by AtariWriter).

The built-in drive is single sided. Atari has to get rid of those hummers some how. *(Continued at right)*

GOLDEN PATH

Game Review by Thud Rooter, STARBASE

I don't always have a good reason to go down to Butler's, especially now that I live in Everett. But the girl friend saw a copy of GOLDEN PATH that the editor of a certain user group had loaned me and she had to have one too. It's REAL tough to get me to go look at software. So off we went...after calling first to make sure they had one.

GP is a two disk program, which is kind of strange because there is nothing in the docs to indicate that the game can be saved. So be prepared to start from scratch each time.

On the other hand the graphics compare favorably, in my view to PAWN and any of the other adventure games. But GP is the very reverse of PAWN. In GP the graphic is what is normally on the screen. You actually move the character, cause him to pick up things and fight, all through the use of the cursor. And occassionally when you find something new the magic scroll you carry will open-indicating that there is something new here for you to examine.

The game is an entertaining combination of a maze game and puzzle. You move about on a large, two dimensional tapestry shifting about from screen to screen. In the lower right hand corner of the screen is a smaller view of where you are that shows the GOLDEN PATH you can follow. It is an important aid in that while you always move left and right, sometimes you can 'take the high road.'

There are objects that your character can find and you are encouraged to do nice things to the other characters you meet in the game. When you help a starving man your 'Vine of Life' is lengthened. If you spend to long in a screen you face the Goblins. They are nasty little nippers and while they can be fought it is much easier to just keep moving while jotting down a few notes about the discoveries you have made.

The game is far gentler than most of the games currently available.

Wit and guile are far more important than a quick finger on the fire button of the mouse. Not for the monster bashers, great for the folks who like InfoCom but wish there were pictures. The Rooter says check it out!

****

The STFM owner has one less plug and component littering the battle ground that most of us try to pass off as a computer table.

I will be honest and admit that I am typing this into my 1040 and looking at the monitor in 80 column. But if I wanted to get into my first ST today and couldn't afford the $700 or so that a complete system is running, I would go out to one of the local stores and see what they will do either on the 520STFM or the 520 with free standing drive.

I got lucky, my little brother switched to IBM and sold me the 1040 cheap. But when I showed him the deal I got on the 520STFM he started mumbling about how little there is in the way of good game software for the IBM when compared with the Atari.

The 520STFM, with or without a monitor, the Rooter says check it out! (P.S. Watch for Chet to show up at the user's group again, re-ST'd.)

****

DEAR CHIP

The "New Age Advisor"!

Dear Chip,

I am new to this region and would like some data on what transpires locally.

Can you tell me what frequency most humans transmit on? It seems that in most of your primitive travel vehicles, you have a receiving device, but nothing to transmit on. Where I come from, we do this in a silent code. You call it telepathy. I also need to know, what McDonalds and Shell gas stations are?

Please respond soon. My stay here is a short one. We only have enough nebula for one criton. (A week to you.)

I somehow got onto what you earthlings call a BBS? You can leave a message for me on Stalleg or in writing in PSAN. Most of my fellow Juppies read PSAN and will get a boot out of seeing my name there!

Your Favorite Martian, Rammie

P.S. What is a Yuppie?

Dear Rammie,

Catchy name you've got. What is your brothers name, Rommie? Just kidding.

Welcome to our region! We're so glad you found PSAN. We knew we were international, but this takes the 520ST!!

As far as how humans transmit, we call it talking. Some say they can read you mind, but don't believe them. The next thing you know, someone will want you to move to some place in Oregon and watch some fuuny bearded guy drive by in expensive cars!

O.K., so our cars aren't real sleek looking. Boy, you can't please everyone. Hey, when I was in Jr. High, waaaaay back in the 60's, we were told that cars would ALL be wedge shaped by now! Looked at a new Chrysler lately? We do offer two-way radios, but you have to learn how to talk reaaaaal fuuny in order to use one. It's called CB'n. Before you go, check it out. It's worth a laugh!

I see you found "The Golden Arches." It doesn't sound like you went inside? Don't blame you. It's the nearest thing us earthlings have to the Jetsons food processor! Instant food.

Shell gas stations are an interesting place. Your probably used to making your own gas? (Me to, but I don't sell it.) You see, our cars run on an obsolete fuel. Well almost obsolete. We'll ruin the environment, fix the Ozone layer and run out of the darn stuff, then we'll try and figure out what next to do. It's called progress.

Big Al is yucking it up, since you logged onto his board. A BBS is how us earhtlings communicate, computer to computer.

You had to ask about Yuppies! Just when they're fading from the limelight. Well, here we go, one more time. There are many interpretations for what Yuppie really means. Lets take a look at some. Y=Young U=Urban P=Professionals or Y=Young U=Upcoming P=Professionals. Yuppies are known to have it all before their supposed to. When my mom and dad first started out, they had to do without almost everything that

(Continued at bottom of next column)

today's generation calls "a necessity." Yuppies tend to eat out more than others, because it's the thing to do. They drive BMW's or try and buy Mercedes. These cars used to be reserved for doctors and lawyers or retired executives. No more. If your 35, married, no kids and making $80 G a year, you gotta have one!!! Somebody slap me!

Your Favorite Non Yuppie, Chip

****

SHANGHAI

An ST game review by Brian Hogan, S*P*A*C*E

A little gentle arm twisting has prompted me to write this review of a game called SHANGHAI by ACTIVISION. I guess nothing is really free!! (I won this piece of software as a door prize at the June monthly meeting!)

I must admit I wasn't expecting too much when I first put the disk in my machine (after all it was free). And the documentation indicated that this was not an action game. It was a solitaire type of game played with Mah-Jongg tiles. When the game is installed, the first thing to appear is a nice classy picture of a fire-breathing Dragon--Very pretty, but where was the ROAR to go with the fire? Then a large arrangement of Mah-Jongg tiles is presented to you, with very intricate Chinese patterns on each tile.

The object of the game is to find free pairs of tiles and remove them from the board. That's all--no aliens to shoot, no Karate chops, no mazes to solve--just find those little pairs, click on them using the mouse, and they disappear. BORING, right??? Oh well, I'd give it a try. Just pair off 144 tiles-- nothing to it. Then I discovered that some of those tiles are stacked 2 to 5 high in the center and that I can only pair off tiles that are free (they have to be free either to the right or to the left). It seemed that I never had the tiles I needed in a free position. Well needless to say, I lost leaving 72 tiles on the board. (The goal is to leave 0 tiles on the board). Well let's try again, so I click on "Start Game Over" option.

This time I try to look ahead to see what pieces I need to free up for future matches. Finally I got it down to 32 tiles before I got to the point that there were no more matches. Well I'll try again--this time I got closer, 10 tiles. Then I looked at my watch--I'd just spent two hours playing this silly game. I found out I could save this pattern for future play, so I did.

Later that evening, I snuck down to the basement to try that game again. I loaded the game from the disk, and gave it another try. This time I finally got it solved! (I think I actually had to give it a couple of more tries) By the way, it isn't always possible to win, no matter how well you play, so in a way I was lucky.

There are several saved games on the disk that range from being easy to solve to being quite difficult. The advantage is that these have been found to be solvable. Needless to say, I was hooked.

I found the game a very relaxing way to finish off the evening. Certainly it is non-threatning, but it does challenge your ability to plan ahead. And perhaps even more important, my wife found it very entertaining. I think this is the first piece of software that I've caught my wife sneaking down to the computer to play--very sneaky, those Chinese!

****

BARBARIAN

Game Review By Richard Coate, BRACE

From PSYGNOSIS, for all ST Computers

Times are bad. Monsters roam the land, burning crops and kidnapping women and children. The minions of the evil Necron are ravaging the land. The King gathers wise men from all parts of the kingdom to decide what to do about this menace. It is decided that whoever can destroy the evil Necron and his minions shall claim the crown and all the riches of the kingdom. You are Hegor, the most famous dragon slayer in the kingdom, and you feel that this is right up your alley. When you reach the village of Thelston, which is both your birthplace and the scene of the greatest devastation, you learn that Necron is actually the evil twin brother of your father, and that Necron is directly responsible for the deaths of both your father and mother. You swear that you will have vengeance.

This is the scenario behind "Barbarian" from Psygnosis software. If you've ever dreamed of being "Conan the Barbarian" then this game is for you, for in this game you are Hegor the Barbarian and it is your job to fight your way through the monsters and traps of the underground world of Durgan, destroy the evil Necron, and escape with your life. And the monsters and traps do abound. It seems that every time you turn a corner there is another threat to your precious life.

Actually Hegor is a cross between "Conan" and "Jethro Clampet." For while he is an incredible fighting machine and can dispatch most of the monsters with ease, he is also incredibly dumb and will quite willingly walk into walls and off cliffs if you allow him to.

When I first saw "Barbarian" I was quite impressed. The graphics are well done and the animation is very smooth. And, as if that weren't enough, most of the sounds are digitized. After playing the game for several days I'm even more impressed. Game play is very smooth, the user interface is very friendly and easy to use, and the game is just down right fun to play.

Barbarian comes with two game disks, a short booklet that explains the background information, a double sided reference card that contains the instructions for game play, and a nice full color poster of one of the scenes from the game. The disks are copy protected so you can't make a back-up, and the disks I got were not write protected. I don't know if this was a slip-up or if someone had just messed with the disks prior to my getting them. But if you get this game, you might want to check that your disks are write protected to avoid accidental erasure. All in all, though, its a very attractive package.

To load Barbarian you boot the first disk then insert the second disk when prompted. The second disk has to stay in the drive during the game as scenery is loaded from it. The instructions claim that the game can be played with either mouse, keyboard, or joystick, a joystick is not recommended. You can switch to either or use a combination of the three at any time. Using the mouse, you click on an icon from one of two strips of icons at the bottom of the screen. The right mouse button flips between the two strips. If using the keyboard, you have the choice of a key that is a mnemonic for the command, such as "A" for attack, or using the function keys. This accommodates both those who like the keys used to make sense, and those who like the keys used to be grouped together. I feel that this was a nice added touch. If using the joystick, move the joystick *(Please go to next column)*

FONTS & BORDERS

(For STs using PrintMaster/PrintMaster Plus)
Reviewed by Carolyn Caine, S*P*A*C*E

$34.95 from Unison World
2150 Shattuck Ave, Suite 902, Berkeley, CA 94704

Unison World has just released a much needed addition to PrintMaster and PrintMaster Plus. It is a disk which contains 20 new fonts and 20 new borders. The disk also comes with a disk that checks your disk to make sure you own a copy of PrintMaster or PrintMaster Plus and then produces a working copy of PrintMaster Plus that will recognize these new borders and fonts. There is a large very interesting font called twig that looks sort of like small logs. This is my favorite although its size limits what you can print. Three of the fonts are repeated in italics and/or bold. One script font, Joyce, is very hard to read at least in sign size and all caps. All in all, there are some very nice new fonts here to give variety to your creations. The new borders are as plain as a grey box and as fancy as Easter lilies. There are borders for graduation and borders for babies. There are dinosaurs and goblins. There is a leaf border that looks like stain glass. All and all this is a very pleasing collection. The major disappointment to me is the lack of a font or border editor. Maybe I want too much, but not only would I like to see a font and border editor. I would like to be able to convert PrintMaster icons for use in these borders. Oh well, software developers take heart. If we were ever fully satisfied with our software, would we be looking to the new products you are constantly turning out?

****

(BARBARIAN - Continued from left)

in the direction you want Hegor to move and, supposedly, the trigger will make him attack, though I couldn't get that to work. I don't recommend using a joystick as it is very clumsy. But both the keyboard and the mouse work very well in controlling the game. The available commands include movement, choosing a weapon, picking things up and putting them down, attacking, defending and fleeing. Fleeing involves dropping everything and running in the opposite direction that you are facing. It is amusing to watch Hegor flee, it is also usually fatal, Durgan is too dangerous of a place to go running around blindly. Another nice touch is that movement commands are interpreted to mean "do this at the next opportunity." This means that if you want to go down a ladder, you don't have to wait until you are right on top of it to click on the down arrow. But can do it ahead of time and Hegor will go down when he gets to the ladder.

Playing the game is simple. You proceed through the dungeon killing monsters and avoiding traps. LOTS of monsters and LOTS of traps. It is better to avoid Some of the monsters, and maybe some of the traps as well. There is often a way around the ones its better to avoid. If you should make it all the way, you have to destroy Necron (not kill, he is already dead) and escape from Durgan before it self destructs. So far I've only made it through twenty percent of the dungeon so this game should keep you busy for quite a while. Timing is very important but the reflexes required by an arcade game are not needed here. You have time to plan your moves. This makes to game an exercise in problem solving and makes the game much more enjoyable.

I found "Barbarian" to be an excellent game and would recommend it to anyone without any hesitation. I would like to thank Xanth Corporation for providing me with a review copy. (I'm going to hate to give it back!)

****

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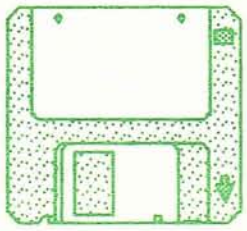

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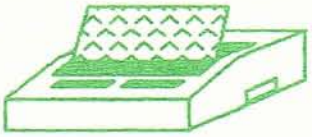

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Club News

Participating Puget Sound Area Users Groups

ATOM

ATARI On-Line Modemers

PRESIDENT	Skip Sharrow	697-2706
EDITOR/TREAS.	Roy Smith	377-2523
BBS SYSOP	Andy Eklund	

Meets: 1st Saturday of the month in Poulsbo. Call any officer for details.
Mail: 5553 Oceanview Blvd. N.E., Bremerton, WA 98310.
BBS: STORMBRINGER BBS, (206) 697-3496, 24 hr., 300, 1200, 2400 baud. Currently operating on an 8-Bit system with a 20MEG HD and running BBS Express software.

B.R.A.C.E.

Bellevue/Redmond ATARI Computer Enthusiasts

PRESIDENT	Jim Yee	643-9697
VICE PRESIDENT	Richard Coate	547-0460
CO-EDITORS:	Max Pinton	455-3548
	Wally Wong	641-1866
TREASURER	Joe Asaif	746-0737
SECRETARY	Gary Skelton	454-7488
8-Bit LIBRARIAN	Joe Mraz	747-2433
16-Bit LIBRARIAN	Rich Coate	547-0460
BBS SYSOP	Everett Tsang	

Meets: 2nd and 4th Mondays of the month at 7:00 PM at the Lake Hills Library, 15228 Lake Hills Blvd, Bellevue, WA.
Mail: P.O. Box 70097, Bellevue, WA 98007.
BBS: BRACE BBS - Coming soon!
Dues: $15 per year.

EDITORS' NOTES

By Wally Wong

WOW! I was swamped with submissions for this months PSAN! Thanks to James Yee, our courageous President, Dan Berg, of Xanth (our one and only Atari commercial resource on the East Side and YES!, they are now carrying 8-bit products!!) and Rich Coate, our fabulous 'Minor' president. Hmm, these names sure sound familiar... they sound familiar because they're the ONLY ones (besides your gracious editors) who regularly contribute!!! Hey Now!, let's get some new names here!!

Here's all you have to do - I don't care how long or short, on paper, magnetic media, carved in stone, drawn in blood, chopped in wood, in whatever language, delivered by any carrier, on any topic, written in all levels of grammar, spelling etc... WE'LL TAKE IT!! We're the editors and we know what to do with the stuff. As for me, with PaperClip/Spellpack in my 320K XE, and the Webster's sitting on my floppies, we can handle it all. We don't care if you think a 'bit' is something you but in a horse's mouth or something the dog did to you, just get it down and get it to us. SUBMIT!! CONTRIBUTE!!

Where to send your articles or comments:

Wally Wong
17270 NE 8th St. #D
Bellevue, WA 98008
(206)641-1866 (evenings)
or

Hand-delivered to Max Pinton or me, Wally Wong, at the BRACE meetings. Got a modem, then let's do it that way!

Now there's no more excuses, SUBMIT!!

BRACE MEETING MINUTES

Submitted by Gary Skelton, Secretary

July 13th Meeting

Vice president Rich Coate opened the meeting for president Jim Yee as Jim was detained. For the the 8 bit users, Xanth Computer Store is now stocking software for those machines. An officers' report from each of the officers present was given. Everett Tsang indicated that the BRACE BBS was still in the process of being brought online.

Software librarian Joe Mraz demo'd BRACE disk #3 and requested that the members come up with a label design for the club library disks.

President Jim Yee arrived and gave a report on the Santa Clara World of Atari Show and discussed some of the new products and passed around some output of the new Atari laser printer that he saw at Atari in Sunnyvale. Vic Albino demo'd GFA basic for the ST machines and also compared some of the various basics for the 16 bit machines. Rich Coate demo'd Sargon III, a chess program for the 8 bit machines.

A motion was presented and passed to spend a limit of $150.00 for a modem and interface for the club BBS. Also, as the new 16-bit Mega machines are being held up in production and distribution, it was decided to go ahead and purchase a club machine without delay.

July 27th Meeting

In that President Jim Yee was out of town on business, Vice President Rich Coate opened this meeting. The meeting was then opened for discussion of whatever was of interest to the club members. Vic Albino brought along a copy of an ad for a 2400 baud modem with a very strong 5 year warranty. Rich Coate brought up the current Happy Drive upgrade for the 1050 that is selling for $99.00 through the month of August.

With a flip of a coin it was determined that the new club ST will be purchased from the Xanth Computer Store as we had two identical bids for the machine. Rich asked the membership what they would like to see at the meetings and came up with many excellent suggestions with Vic contributing much thought.

It was decided that whoever was the 16-bit librarian would have the responsibility for the ST and have possession of it. There were more than one person interested in having this job. To be fair to all, a secret ballot was initiated. Gary Skelton and Joe Mraz counted the votes. The results were Rich Coate 12, Everett Tsang 8 and on abstention. Rich Coate is now the 16 bit librarian. A member asked about the split between BRACE and STDIO and Rich satisfactory discussed the events that precipitated the event.

Rich then called for any problems that anyone might have

from the assembly. One member requested a printer driver for an Epson JX80 and someone else was sure that they had one available. It was also discussed that this segment of the meeting was important and what could the group do to improve on it. In further discussions, Vic Albino commented on John Dvorak is to have a column in ST World. Joe Mraz talked about his satisfaction with his new Panasonic 1090i printer and heartily endorsed it.

Vic Albino demo'd the 16 bit program TASS TIME IN TONE TOWN, an alternative life style adventure game. Joe Mraz demo'd an 8 bit program from the 8-bit library, using the monitor and the speaker from the computer for stereo sound effect.

Also by the next meeting we will have our new club ST machine.

KC-ACE's

Kitsap County ATARI Computer Enthusiasts

TEMP. PRESIDENT	Bill Penner	(206) 373-4840
SECT'Y/TREASURER	Mack Burns	" 437-2751
EDITOR	Darren Tonnessen	" 842-3992
8-Bit LIBRARIAN	Wayne Boivin	" 674-2140

Meets: The 2nd Wednesday of the month at 7:00 PM at the Central Kitsap Junior High School in Silverdale.
Mail: P.O. Box 2333, Bremerton, WA 98310.
Dues: $15 per year. Size: 75+ members.

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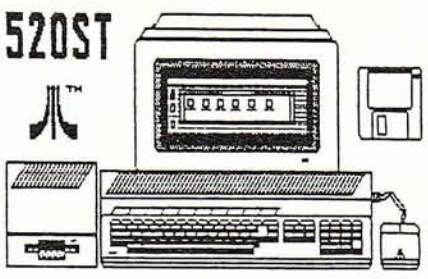
* KC-ACE's MEETING LOCATION *
* The September and subsequent monthly meetings will *
* be held at the Central Kitsap JrHi in Silverdale. *
****

KC-ACE's IMPORTANT NOTICES
By Darren Tonnessen

All annual membership dues must be paid by this month (September). No exceptions! Failure to renew your membership will cause you to be removed from the newsletter mailing list...and you'll not recieve the October or subsequent issues of PSAN.

This month is ELECTIONS month! Don't miss the September 9th meeting. It's your chance to help shape the future of your club. Nominate, and vote, your favorite candidate into office!



SUPPORT YOUR CLUB
GIVE A LITTLE!

R-ATARI

Users Group

PRESIDENT	Thom Lawless	(206) 321-5127
VICE PRESIDENT	Greg Barnes	" 678-6305
SECT./TREASURER	Rich Lyon	" 675-6882
MEDIA LIBRARIAN	Eric Koetje	" 675-4326
8-Bit LIBRARIAN	Randy Nollan	" 679-2216
ST LIBRARIAN	Alex Ancheta	" 675-7628
EDITOR	Greg Barnes	" 678-6305
ASST. EDITOR	Charles Onley	" 675-0425
SYSOP	Thom Lawless	" 321-5127

Meets: The third Saturday of each month at 7:00 PM (6:00 PM setup time) at The Harbor Towers on 700 Ave., Oak Harbor, WA. (Near The Roller Barn.)
Mail: P.O. Box 845, Oak Harbor, WA 98277
BBS: The FREELANDER, (206) 321-5127, 9:00 PM - 8:00 AM, 7 days a week.
DUES: $12.00 per year.

FROM THE PRESIDENT
By Thom Lawless

As you have no doubt noticed our meeting place has changed. The YMCA is closing on Saturday nights at 6:00 PM. fortunately Jim Harvey got this information prior to the August meeting. We were able to contact most members before the meeting and inform them of the new location. Thanks a bunch Jim!

Being a member of 'R' Atari club just got better. Rich Pratt, owner/operator of ISLETECH here in Oak Harbor, has asked us to provide our members with membership cards. The reason, Rich wants to give our members discounts on selected items. We are quite happy about this. It has been quite some time since 'R' Atari club has had local merchant participation. Now that we have this support, make sure you check out what Rich has to offer before you go out and mail order something. Concurrent Business Systems in Anacortes is also going to give a 10% discount on any software product, with your membership card of course!

Many thanks to Rich Lyon and Mike Burnett for the time spent designing our membership cards. Also an extra thanks to Rich again for getting them printed, signed and out to our members. Randy, great job on the poster at ISLETECH, thanks.

Our ST membership is going up again. I think we had a new ST member or two last month and I'm sure we'll get a new one this month. A few more members' with ST's and that will be half the club. I may join their ranks soon myself. Don't worry, I will always keep my two trusty 576K 1200XL's. I'd be lost without them... (I love the keyboards!)

SECRETARY/TREASURER'S REPORT
By Rich Lyon

We continue to gain new members, whose dues and our continued P.D. sales has brought the club balance to a total of $243.64.

The officers meeting was called to order at 6:30 pm., and we went over the items for the business meeting. At 7:00 pm., Thom called the July general meeting to order. The first item covered was about whether the members liked the idea of a letter to the editor column in the PSAN. The unanimous opinion was in favor. Now if someone would just write the editor... Everyone liked the new cover for PSAN, (that's one for Jim Chapman). The discussion then went on into the proposed new FCC regulations concerning charges for the phone

services when using modems. All those who oppose this were informed to stop in at Isletech and sign up on the list as against it.

The main topic then became some new software for the ST, primarily PC Ditto. It so happened that one of our new members had a copy that he demonstrated afterwards. Watch PSAN for a review of this program.

I gave the minutes for the June meeting and the treasurers report. An additional item were the copies for the proposed changes to the Constitution and By-laws. These will be voted on at the next meeting, August.

Thom mentioned that the EXP-80 has been delayed a month for those eagerly awaiting it, also some brief info on the Img scanner which can be used with a Laser printer.

Since the meeting Thom and I have been tossing the idea around about membership cards for the group, this has been finished and the cards should be available at the meeting.

Our contest programs were submitted and we officers have been madly poring over them checking the source code. The August meeting should be interesting, especially when the members get to see all the programs run, and finish the voting for the best ones. I will say this, our past Sec/Treas was busy putting her entries together for this. I look forward to seeing all of you at the meeting, so be sure you make it, it will be interesting.

LIBRARIANS' REPORT

By Randy Nollan and Alex Ancheta

This month we have finished making a nice neat title screen, now we just have to scrunch it down and incorporate it into an object file (the fun part). We estimate that this screen will be showing up on our disks by the end of September.

This club library is just amazing, it just keeps getting bigger and bigger. We have received a disk with the original Print Shop (tm) graphics transferred to another format so you can use them with PSLABELS.BAS (ANTIC (C), APRIL 1987), Thanks Marilyn! More good masher programs from our good friend down south, (Thanks again, Penny). Penny has sent the club Shrink, Scrunch3, Diskcomm, and Detector. Detector is a good basic program that will tell if a program was Shrunk, Scrunched or Mashed.

New additions/updates to the library are Atari Boink to Disk #3. Also this month, we added Space Ace, KrazyKat, Rainstorm, Roulette, Wumpus, RambugII, Firebug and a load/run menu to Disk #4. So if you have disk #3 or #4, and want a free update, bring your disk to any meeting or see Randy. That's it for the new additions.

Disk sales are still a little slow - $8.00 this month. I think sales will pick up now as I have sent copies of the library listings to clubs in Oregon and Virginia. We have also made a club flyer to advertise the meeting place and times, it is now posted at Isletech and the YMCA in Oak Harbor and Concurrent Business Systems in Anacortes.

! ! SUPPORT YOUR CLUB ! !
! ! ! BUY A DISK ! ! !

Randy and Alex

S*P*A*C*E

SEATTLE PUGET SOUND ATARI COMPUTER ENTHUSIASTS

PRESIDENT	Jess Lantz	473-2420	Tacoma
VICE-PRESIDENT	Cindy Bowman	248-2238	Seattle
SUB-GROUP PRESIDENT			
ST PRESIDENT	Dave Showalter	824-5141	Kent
HARDWARE SIG LDR.	Greg Pringle	------	Tacoma
CORRESPONDING SECT'Y			
RECORDING SECT'Y	Cindy Bowman	248-2238	Seattle
TREASURER	Tom Neitzel	473-0187	Tacoma
LIBRARIAN	Jim Chapman	582-4269	Tacoma
ST LIBRARIAN	George Terpening	941-7155	Auburn
MEDIA LIBRARIAN	Blake Herring	564-3265	Tacoma
PROGRAM CHAIRMAN			
EDITOR	Chris Carson	565-8189	Tacoma
BBS SYSOPS:	Dave Showalter	824-5141	Kent
	Robert Smith	941-5537	Fed. Way

Main Meeting: 1st Saturday of the month at 6:00 PM at the A.P.P.L.E. Co-Op, 290 SW 43rd St., So. Renton, ph 251-6787.
Tacoma Sub-Group: 2nd Saturday of the month at 10:00 AM at the South End Neighborhood Center, 7802 So. L St., Tacoma, ph 591-5098.
ST SIG: 2nd and 4th Tuesdays of the month at 6:00 PM at Butler's Computer Service, 28717 Pacific Highway So., Federal Way, WA, ph 941-9096.
Hardware SIG: 4th Saturday of the month at 10:00 AM at the South End Neighborhood Center, 7802 So. L St., Tacoma, ph 591-5098.
BBS: S*P*A*C*E, (206) 941-2824, 24hr., 300, 1200, 2400 baud.
Mail: P.O. Box 110576, Tacoma, WA 98411-0576.
Dues: $15 per year. Size: 250+ members.

****
* MAIN MEETING NOTICES *
* The September S*P*A*C*E MAIN MEETING date will be *
* SEPTEMBER 12th. The Theme is EDUCATION! As always *
* there will be special 'BENNIES' for attendees! *
* - *
* The OCTOBER 3rd MAIN MEETING will be an 'all-you- *
* can-eat' PIZZA FEED at Godfather's Pizza in the *
* Fred Meyer Shopping Center on Highway 99, north of *
* Butler's Computers. The pizza is FREE for members *
* & we'll have computer GAMES, too! Don't miss it!! *
* - *
* The NOVEMBER 7th Main Meeting is SWAP-MEET night! *
****

TREASURER'S REPORT

By Tom Neitzel

We have approximately $5,900 in the bank, 250+ members, and don't owe anyone anything!

If it hasn't been mentioned by some other officer (or if it has I will repeat it), the October 3rd Main Meeting has been designated, by popular demand, a 'PIZZA FEED' night. It tentatively will be at the same place as all of the others have been, the Godfather's Pizza south of the Midway drive-in on Old 99 (more details later).

For those of you that don't know, a PIZZA FEED night means that it is a social meeting at which you can eat all the pizza and drink all of the pop you want at no cost to you. Not a bad deal. There is one catch though. You must be a paid-up member of S*P*A*C*E to partake (the family of a paid-up member is also welcome). Please check your mailing label and if it says 09/87 or less you must renew BEFORE the meeting.

LIBRARIAN'S REPORT
By Jim Chapman

Our PD disk sales are going nicely (both the 8-Bit and ST) at Outlers in Federal Way and at Computers+ in Tacoma.

New 8-Bit Library disks include:

#68/69 GRAPHICS UTILITIES, with PLAN*ED (Player Animation Editor) from T.R.A.C.E. (in British Columbia) and DESIGN MASTER & HARD COPY from Germany (via P.A.C.).

#70 PRINTSHOP GRAPHICS, with 100 icons on the front (from Canada - sent to us from JACG); and 70 icons (NUDES) on the back (from STARBASE). NOTE: The earliest versions of this disk were just single-sided (with the 70 Nudes only).

#71/72 PRINTER UTILITIES (XL/XE Only), contains SCREEN DUMP II from Germany (via JACG - I translated the German commands/prompts into English) on the front; and, DAISY-DOT with 7 different fonts on the back of the disk.

I've just upgraded (actually re-written is more accurate) the PSUTIL.BAS program (from JACG) on disk #63 PRINTSHOP UTILITIES. Now featured are instant displays of the entire PS Graphics disk directory for viewing or renaming; and improved (much faster) PS graphics image displays with an automatic (slideshow) mode (forward or backward stepping) added for good measure.

As always any S*P*A*C*E disks can be upgraded FREE at any meeting or whenever else you can arrange it with me.

SPACE ST Library Revision Version 2.0
By George Terpening

Here are the latest changes to the S*P*A*C*E ST library. I have replaced all programs which have had multiple version numbers with the very latest version. Disks from which files have been deleted (to eliminate duplications, etc.), have had new files added in their place. All changes made since the first revision, published in the July '87 PSAN, are described below:

SPACE Disk No. 005 - version 2.0
Changed the following files to the latest version:
- STBATTLE.TOS
- TARGET.PRG

SPACE Disk No. 010 - version 2.0
Deleted the following files:
- SQUEEZE.DOC and added it to SPACE Disk No. 002
- SQ.TTP - was on the SPACE Disk No. 002
- USQ.TTP _ was on the SPACE Disk No. 002

Added the following files:
- PRIV_EYE - Lets you look inside the ST
- DIS2ND.TOS - Program disassembler

SPACE Disk No. 022 - version 2.0
Deleted the following programs:
- NEOVO9.PRG - Not public domain
- HDX.PRG - Hard disk utility not complete, will release later when I have a full set of files.

Added new files:
- NEO.PRG - Last version that is public domain
- SCRUNCH.PRG - Allows packing of whole disks
- EXFNNNO.PRG - Extends the forty file folder limit

SPACE Disk No. 030 - version 2.0
Deleted the following files:
- HDX.PRG - Not a complete set of files
- INSTALL.PRG - Install program for HDX program

Added the following files:
- DC.TOS - Disk catalog program
- LINSTALL.PRG - DC install program

Replaced UNITERM files with version 1.7B

SPACE Disk No. 032 - version 2.0
Deleted file CPMZ80.TOS - Duplicate file, use SPACE 013.

SPACE DISK No. 038 - version 2.0
Replaced all files on disk with updated versions, plus others the author has added.

SPACE Disk No. 040 - version 2.0
Replaced TURTLE.28 with TURTLE2.12 files.

The following new disks have been added to the library:

- SPACE Disk No. 046 - C Source Disk No. 3
- SPACE Disk No. 047 - C Source Disk No. 4
- SPACE Disk No. 048 - Game Disk No. 11
- SPACE Disk No. 049 - Utility Disk No. 15
- SPACE Disk No. 050 - Game Disk No. 12
- SPACE Disk No. 051 - Game Disk No. 13

Don't forget the club's disk update policy: Bring your old or defective S*P*A*C*E disks to any 'ST' meeting for FREE updating to the latest version. NOTES: All old programs are being archived just in case you need an earlier version (e.g., The latest Procopy will not copy some programs that the earlier versions did.). Also, if you purchased a 'bad' S*P*A*C*E ST disk at Atari Trek '87, then bring it to a meeting (with your return address attached) or mail it to me (George Terpening, 5218 So. 299 Court, Auburn, WA 98001) for repair. We'll replace the disk PLUS give you a second special disk containing some of the latest PD software! Or, if some alternative solution is required, please give me a call at home (ph 941-7155).

S*P*A*C*E MEETING NOTES
By Jim Chapman

August 1st S*P*A*C*E Main Meeting

Just a few quick highlights about our August Main Meeting. It was great! The fifty or so attendees were treated to three major presentations of completely new items!

First up was Mike Bjorkman's humorous and clever showing of how he 'defeated' Koronis Rift. Tired of being immediately killed; Mike used Omnimon (and other tools) to carefully examine the program/saved game, and then BASIC XE, to create a program which would allow him to set up a 'saved' game with ANY of the possible equipment/attribute play combinations! (Did you know that you could 'freeze' those alien saucers, and then at your leisure, shoot them down?)

Next, Tom Powers demonstrated an outstanding 8-Bit educational program he'd written (taking over 1 & 1/2 years to complete!) for use at the hospital where he works. The program teaches bed-ridden/wheelchair patients the rudiments of skin care and problems unique to their circumstances. Tom has sandwiched pre-testing and post-testing around an excellent tutorial which includes good graphics and taped narration.

The mid-meeting club business session included various officer's reports and meeting date/location changes. Significant is that A.P.P.L.E. will be moving our meeting room to an adjacent building with construction/remodeling probably during our October meeting (- hence our decision to have a 'PIZZA FEED' at GodFather's for that month!). The new meeting facility will feature a divisable room, seating for 150 and a high-res overhead projection TV! The session was ended with drawings for over $100 worth of various door prizes which were awarded to the members in attendance.

Finally (saving the best for last), Mike Bird (who just happened to be in town on vacation from Utah!), gave an extensive and interesting presentation of his company's outstanding and newly released ST two-dimensional CAD program, ATHENA II ($99 from Illiad Software, Orem UT). This

menu-driven, easy-to-use program has many features found only in very expensive CAD systems. One nice item is that many overlays are allowed. Also, pre-defined shapes can be stored and easily inserted anywhere into the drawing.

August 25th Officers' Meeting

The board of officers met at Denney's on 320th at 8 PM immediately following the ST SIG meeting (which featured the new MEGA computer - a 4 MEG version. Tom Neitzel likes the keyboard!). All current activities and immediate future plans were reviewed.

The S*P*A*C*E BBS is now set up at the home of SYSOP Robert Smith. New/different 2400 baud modems are currently being tested on the board to replace our own 2400 baud Challenger modem which did not perform satisfactorily.

Various Main Meeting attendance incentives were discussed. The board approved establishment of a MONTHLY ATTENDANCE LOTTERY which will begin with the September Main Meeting. The prize, initially $50 cash, will be awarded to the attending member whose name is drawn (from a container with all current club member's names). If the winner is not present, the prize will increase $10, and continue at the next Main Meeting. Additionally, a $30 GIFT CERTIFICATE (from the local Atari dealer of your choice) will also be awarded to a lucky member at each meeting.

The November Main Meeting theme will be "Swap-Meet". Clean-out your closets (of unwanted/unused Atari computer items) before Christmas and get some handy cash, too.

Dave Showalter, ST SIG Leader and BBS Co-SYSOP, will be moving to Utah in early October. A new ST SIG Leader will be needed at that time.

NOTES FROM THE OLD FOLKS HOME

A History of S*P*A*C*E, PART 2

By Jerry Wright

A user's group generally revolves around its newsletter. Our group was no different. We had a group of diligent people who were hungry for information about Atari computers, and so when we'd get to the meetings each week, there'd be something new to pass around. The programmers and hardware hackers were eager to dig into the guts of the machine and available software, and share whatever we found. That sharing was really what made the group grow, and be a worthwhile effort.

Much of the sharing came about through the efforts of John Allen. John worked for GTE as a technical type. He did trouble-shooting on their computers and electronics. He also was witty, and an excellent cartoonist. So, it devolved on him to create single-handedly, the beginnings of the group newsletter: Messages From S*P*A*C*E.

Remember, in those long ago days of 1980/81, the Atari system didn't even have a word processor available. The one that did come out several months later was so clumsy and bug-ridden it wasn't hardly worth the effort to learn it. Anyway, here we had this computer, running on a TV set. John had an Atari printer that daisy chained into the serial bus. It was the printer that used roll paper and was four inches wide. For some reason the ID of this printer escapes me... Ah well...

And no word processor. This printer was designed for dumping BASIC listings. So John, in his cleverness, designed a little BASIC program that opened the editor (E:) for input, and opened the printer (P:) for output, grabbed the typed info, and dumped it out. Crude, but it worked. And thanks to the 120 character line editor built in to the 8 bit Atari, allowed for some repairs of mis-typing, etc. Then John would take the paper strips, tape them together on a sheet of 8 by 14 inch paper, run them up to the photocopier, and blammo... a 2 page newsletter. Our very own...

Things have certainly changed, haven't they. In some ways. In other ways, the more things change the more they stay the same. John would harangue us at S*P*A*C*E meetings for articles. (Sound familiar?)

Shortly after the group was formed, other stores decided they too would like to be involved in this user-group thing. The two main stores we graced with our presence, aside from the Byte Shop, were Kent Video and Computers (KVAC) and the Video Store.

Interesting thing about the Video Store. Back in 1980/81, video discs and VCRs were just beginning to take off, and stores dedicated to them were rare. Pat Mullarky's Video Store was one of the first, at least in Bellevue, to latch on to this concept. And they had Atari computers... hooked up to big screen TVs. However, Pat Mullarky was not just your run-of-the-mill store owner. He was also a programmer. And for the Atari, he created Atari figFORTH, which won the Atari Program Exchange 1st prize. He also created S*P*A*C*E fig4TH, and donated it to the user's group, and it still is in our public domain library.

So now I had three hang-outs. KVAC in Kent, The BYTE Shop in Seattle, and The Video Store in Bellevue. I wandered into The Video Store one fine Saturday afternoon in the spring of 1981, and Doug Palm, a brash young salesman, showed me something I'd never seen before. A modem. Wow. A whole new world opened up for me. Doug was logged into CompuServe, and walked me through it. And for only $230.00...

Boy was I torn. Two months earlier, I'd purchased a disk drive (for $500.00, a real deal at the time). I knew that I was going to have to get a printer soon, to increase the usefulness of my system, and that would be another $500 or so. And here... Something I'd never dreamed of... A modem to communicate with the outside world.

I don't remember how I explained it to my wife, but shortly, I was the proud possessor of a MicroPeripheral 300 baud autodial/autoanswer modem. Along with the modem came terminal software on tape which due to the fact that the modem was manufactured in Redmond, had six Seattle area Computer Bulletin Board System phone numbers. I started dialing and I was hooked.

I also received a starter kit to CompuServe when I bought Telelink (one of Atari's ghastly practical jokes...). Now there was a way to spend money... Anyway, my evenings and nights were mostly spent on the phone calling MailBoard '81 or SeaComm-80 or SuperBin 64. Fun, but frustrating.

"What kinda computer you got?"

"I'm using an Atari."

"Ha ha... why don't you get a real computer?"

Grrrrr....

Oh well, I got back at them later when I did a report on BBS's to the usergroup. I made the comment, "Most bbs's run on TRS-80s, because that's about all TRS-80s are good for." Computer Competition.

Shortly after this, it was acknowledged that I was the telecommunications expert in the user-group. (I was the only one with a modem...) So when Oscar Hasten got some BBS software from an outfit in Michigan called Magic Lantern, it was only natural that I got the "privilege" of setting it up. Well, it worked, sort of. We had the system running on an Atari 800 with one disk drive (88K) and a printer, along with a Hayes 300 baud modem. Sometimes I felt that THAT modem was too smart for its own good. Nothing but hassles. However,

after I learned to stupify it, the problems decreased. Still, the Byte Shop Atari BBS was the first Atari BBS in the Pacific Northwest area, and even though we didn't have certain features that present day users take for granted, (like chat, new messages, password protection, downloads and uploads) we had fun on the leading edge of obscurity.

**** Next Month ****
The FIRST Northwest Atari Computer Conference

****

STARBASE

ATARI COMPUTER USERS GROUP

PRESIDENT	Rob Hendershot	745-3440
VICE PRES 8-BIT	Omar Crawford	653-7671
VICE PRES 16-BIT	Doug Olsen	743-4135
SECRETARY	Wilma Crawford	653-7671
TREASURER	Steve Drake	782-3691
EDITOR	Al Cummings	784-8658

****
* Give us a call if you need help. *
* We want to know how to help the group! *
****

Meets: 2nd Friday of the month, 6:00 PM at the Mountlake Terrace Library, 236th SW & 52nd Avenue West, Mountlake Terrace, WA.
Mail: c/o Steve Drake, 8307 27th NW, Seattle, WA 98117
Dues: $15 per year. Size: 85+ members.

TREASURERS RAMBLINGS

I hope you all enjoyed the auction as much as I did! I felt it went 'very' well. We didn't have Terry yelling '50 cents', all the time. We must thank Cave Creek Computers, for their generosity. They donated over $300 worth of software. Thanks must also go out to all of you that donated things. We had such a wide range of items. I felt that some of you were waiting for 'the right item' to come up. That was my only negative feeling towards the whole evening. After Omar and Wilma counted up the take, we took in $402. That's not counting disk sales, either! Someone suggested we do this more than once a year. What do you think? Might be too much of a good thing?

After the meeting, a group of us went out for a beer. We ended up over at Alfys Pizza parlor. We finally left at 11:30. It has been suggested that all our meetings be held there. There is no need to leave at 9PM. It seems that when a group of computer people get together, they like to talk. Alfys offers NO time limit, other than closing time. Those of you that find it hard to eat at home and still make the meeting, may like the idea of meeting there. Those of us that like to sit and BS afterwards, like the idea. Maybe its time we move the meeting place. After all, we've been at the same place for quite sometime now! I like the idea. Let me know what you think. Call me. A change will take some doing!

Our club 520ST is not functioning right. The drive will not read the disk. Once every so often it will, but not consistently. I hope to get it in for repair soon. Seems that it may sometime. (Boo) Other than this minor setback, (I'm over at my neighbors using her newly purchased 520ST), I'm still finding this system a great one. It's everything one could want from a computer, I think!

Look for most of those 800 files, I told you about, to be in our club library, by the September meeting! Terry Tallman is our NEW assistant 16 bit librarian. (It has been too much work for one person, so both Doug and Omar, now have help.) 'Big Al' and Terry are due at my house tomorrow and we plan to rearrange the double sided disks onto single sided disks, with like files on the same disks. When this project is over, it should add some 50-100 disks to our 16 bit library!! That's not counting what Doug is already working on!!! Look for Starbase to have one of this areas PREMIER 16 bit libraries, soon!

Cave Creek, Family Computers and Precision Electronics, are now carrying our clubs disks. I've had this project underway for sometime. It's nice to see it finally happen! With any luck, B. Daltons 'new' software locations will be carrying PSAN. This is a decision that must be made 'back east' and may take awhile.

After all the funds are counted, I expect the bank balance to be up around $700. Thats nice. And don't forget to listen to Northwest Computing, September 13th. Frank Catalano has asked me to be on his show, one more time. This time, I'll be on the 9:00 AM segment. Thats KING 1090 AM. Give me a call!

Keep On Hacking,
Steve

****
****
SEPTEMBER MOD CLINIC SAT. 26TH

SIGN UP EARLY AND PAY FIRST
TO BE SURE OF YOUR PLACE

PRECISION ELECTRONICS, REDMOND
STARTS AT 12 NOON TILL DONE!
****
****

EDITORIAL
BY BIG AL

We really did great last month and if we can keep up the effort shown lately we can really take-off this winter. Disk sales are growing and the newsletter is improving every month. What we need is some other people thinking of ideas to try and make the meetings more of what people want to come for. Someone wants a swap meet where members sell and give the club a small fee and some one else wants to start going back to the Pizza place for more meetings. I would try anything and look forward to new ideas. Speak up!

The Mod Clinic was not as smooth as I would like... and we learned a lot from it. I hope by now everyone has gotten the 320K XL running - and realize that they are dealing with good meaning fellow computer users; not expert technical wiz types. Well, Sam does this for a living and is very good; but we are showing up the day of the clinic and saying 'here install this', and so far he has worked miracles. Thanks for everything, Sam! We could use 75 more members as willing to help as he is. EVERYONE can help somehow and if it takes a small load off one of the other members, then there is that much more time to work on new ideas. Also I am guilty of this more than anyone, but please try not to say you will do something and then don't without telling someone or getting help as it just kills the efforts of many when one thing drops through.

Lastly, you will read about how I ride you folks for input to the newsletter. I am too involved to deny everything, so I will close by saying; whatever I did was for the good of the newsletter and my country! The buck stops here. (donations accepted).

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=                                =
=     BACK TO SCHOOL SPECIAL     =
=                                =
=   BUY 1 8-BIT DISK GET 2ND AT  =
=           HALF PRICE           =
=                                =
=   BUY 2 8-BIT DISKS GET 3RD    =
=           DISK FREE            =
=                                =
= CHECK OUT THE NEW ST DISKS IN  =
=  OUR EXPANDED 16-BIT SECTION   =
=                                =
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STARBASE MEETING MINUTES

August 14th

Rob Hendershot our President opened the meeting at 7:00. The attendance was great with 52 people present. We also had some new faces in the crowd.

The officers were all present and they give their reports.

Thanks to Atari Trek we now have a 520ST system and a Star NX-10 printer.

The rest of the meeting was devoted to the annual Starbase Auction. The auction was a great success this year. We brought in $402.50 into the treasury. A special Thank You to everyone who so kindly donated items to our auction.

We have a new Computer store in the area. It is called Cave Creek Computers and is located in the Greenwood area. Please stop by and welcome them to the area.

Until next month --- Wilma

LIBRARIANS REPORT

By Omar Crawford

The following list of disks have been added to the library as of 8-4-87:

#175 : 8 basic games from COMPUTE! 1984
#176 : Public Domain Action Run Time Pkg
#177 : Starbase Demo in ACTION! XL/XE
#178 : ANTIC for AUGUST 87
#179 : ANALOG for JUNE 87
#180 : PRINTSHOP GRAPHICS VOL #6 all new - no duplications from any of our other P.S. GRPAHICS VOLUMES
#181 : PRINTSHOP GRAPHICS VOL #7 all new - no duplications from any of our other P.S. GRAPHICS VOLUMES
#182 : PRINTSHOP GRAPHICS VOL #8 all nudes (70) -all new- nothing tacky
#183 : A dot matrix printer utility for the XL/XE series of computers
#184 : A word processing program for 400/800/xl/xe

Both #183 and #184 programs have full documentation on the disk.

New programs added to our rental library include:

- QWIK PIX : A program that allows you to put print shop graphics into your ATARIWRITER files.
- MACE CATALOG DISK : Current as of MAY 1987 - lists their public domain library
- EDITOR : A program for editing and printing pictures, the program is from Germany and is written in German but is icon driven and relatively easy to operate.

That's about all for now see you at the next meeting - Omar

MOD CLINIC, PART III

By Al Cummings

We will continue with the computer upgrades in Septembe with the 320K mod for the 130 XE. Anyone who wishes to sig up for this session must have paid in advance by the 18th of the month. The clinic starts at 12 noon on the 26th and will run until we get too tired or everyone has their computer finished. This mod usually takes about 4 hours, so plan on being there for awhile, or make arrangements to pick up your computer from someone later.

I have done two of this mod myself, and think it is the best and easiest mod of the several I have worked with. But, there is always room to improve and ways to mess something up, so you might require a full day to make sure that everything is right.

We have to give these warnings as last month (on August 22nd) the mods did not go well - only two people out of the 10 got their computers running that day! We ran long (very long) and then the mod would not run in most of the machines. As a result, Sam and Thom worked late into the night, and through most of the next day, to complete all they could. These experiences will help us to better plan future clinics (i.e., how to get the most done in the shortest time allowed)! Free labor is worth a little bother, but we never want another day like the mess of the August clinic! Thanks for the help, and the patience, of those who were present!

The other required change is for you to order (and pay for) the necessary mod components in advance. STARBASE is not a bank and has little money to buy extra parts for people who do not 'come through' after their parts have been ordered. So far, because other people have came in late and picked up these 'extras', we are doing fine. But, we have to order a week ahead to get the best (BEST ELECTRONICS) price. Please do us a favor - order and pay as soon as you can.

As always, those who participate will receive free software and some quick tips on how to use the extra memory. And, if you have problems, either using the software, or have a breakdown that seems related to the modification; then we will help you as best we can.

The October clinic will be for those people who missed the first set of clinics and want a memory upgrade done at that time. We can also look at your drive or any other problems you have. Thanks for the support. Please call Al at home or Sam at the shop (he'll love me for that one!) for more info.

ATARI REPAIR

PRECISION ELECTRONICS

"Finest in Quality Service"

Computer, Printer, Monitor, and Drive Repairs at reasonable prices. Other brands serviced plus VCR, TV, Video Camera, and Stereos. UPS available now.

Precision Electronics, 7990 Leary Way, Redmond, WA
(206) 885-7637

STDIO

ATARI ST Computer Users Group

PRESIDENT	Dave Hanthorn	252-3009
VICE PRESIDENT		
SECRETARY		
TREASURER	Paul & Jolene Bolme	882-1536
EDITOR	Joel Check	881-9375
DISK LIBRARIAN	Mike Check	828-0258
PROGRAM CHAIRMAN	Bruce Noonan	775-0545
BBS SYSOP	Mike Check	828-0258

Meets: 1st and 3rd Mondays of the month at 7:00 PM at Data IO, 10525 Willows Rd., Redmond, WA.
BBS: STDIO, (206) 822-4085, 300/1200 baud.
Mail: STDIO, 8431 S.E. 39th, Mercer Island, WA 98040.
Dues: $15 per year.

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* Newsletter submissions can be uploaded to our BBS, *
* brought to meetings, or via any acceptable method. *
****

STDIO MEETING NOTES

By Jim Yee

July 20th Meeting

The new club ST was displayed.

The 'Labor Day' meeting is later by one day...to the Tuesday after.

Demonstrations were solicited and scheduled. see Bruce.

RUMOR MILL Rumors of ST's to key dealers. ST was for sale by a member. Toshiba screwed up and sold advanced chips. The MAC SAC compatibility was discussed, the need for a disk drive and TOS to magic utilities were voiced. PC-Ditto II and 90-95% compatible and slow....30% speed difference. 800 emulater on the ST will be in the ST-Log shortly. Emulater Night was suggested.

Bud Berg, owner of Xanth Corporation in Bellevue, was introduced.

Dave Showalter demonstrated the new TOS ROMs (that are currently available to DEVELOPERS). Dave H. showed Colonial Conquest, a war game by SSI.

August 3rd Meeting

Megas, perhaps without blitter for a while from various rumor sources. Misc stuff about new ROMS and compatibility. Better keyboard?

ANALOG magazine is late July/August date was noted on a magazine that a user received so it looks like it was published late.

Any news of a ST INFORMER. First two issues have been sighted and no further issues have been reported.

New software - Leisure Suit Larry (Vic has solved).

Next meetings demos will be athena and the cad 3d2. cz1000 is the demo the meeting following.

The teaser for the pizza sig: 'habit and polls of personal engineers'.

DTAC basic. Is a promotion through user groups for free. If you like it, buy the manual for 39.95. In theory one of the fastest basics around. It's a hybrid interpretive and compiler language. it compiles a line at a time and links on 'run' command. If you are interested in seeing this it's in our library. It is significantly different than any Atari BASIC around. Documented in full 'tongue in cheek' mode. A long presentation followed.

A Demo slide show of SPECTRUM, the 512 color drawing program, followed.

Siggraph report: see On the Road report in this issue:

August 17th Meeting

Jim Adams resigned as president of STDIO, he cited not enough time as his reason for stepping down. Jim as you know was the founder of STDIO about a year ago.

Bruce Noonan is expecting a developer machine.

Officers' meeting will be the first Saturday before the first meeting of the month at the President's house - everyone's invited.

Disk of the month will be shown by Mike C.

Dtak basic books will be on sale.. we have 8 for $30 each a $9 savings each.

Joel C. reported he had no progress on either T-shirts or mall shows.

Treasurer's report: We are flush til the end of the year, but if we want to do some fun things, we will need to generate some new income.

Some new utilities for registered Atari developers can be found on compuserve.

Tom Hudson's juggler demo was shown.

----------ATHENA a CAD PROGRAM DEMO ----------
----------WORD PERFECT DEMO----------
----------CAD 3D2 ANIMATION LANGUAGE DEMO----------

T.R.A.C.E.

The Richmond ATARI Computer Enthusiasts

PRESIDENT	Terry Schreiber (604) 272-5789
SECRETARY	John Goolevitch
TREASURER	Chris Boenigk
BBS SYSOP	Terry Schreiber (604) 272-5789

Meets: 2nd Wednesday of the month at 7:30 PM at the Sea Island Forum, Richmond, B.C.
Mail: P.O. Box 1192, Postal Station A, Delta B.C. V4M3T3; or from the U.S. use: P.O. Box 2037, Point Roberts, WA 98281.
BBS: T.R.A.C.E. BBS, (604) 272-5888, 24hr., 1200 and 2400 baud. ST based w/20 MEG HD running Michtron BBS software. 9600 baud coming soon!

SUPPORT THE LIBRARY
BUY A DISK!

ATARI TREK '87 FINANCIAL WRAP-UP

By Tom Tjarnberg, Treasurer

ATARI TREK '87 FINANCES

DEPOSITS	$22,975.70
LICENSES and TAXES	$ 532.60
FACILITY EXPENSES	$ 4,296.80
ADVERTISING and PRINTING	$ 1,597.65
COMMITTEE EXPENSES	$ 3,383.84
MISCELLANEOUS EXPENSES	$ 2,395.16
ATARI LOAN REPAYMENT	$ 1,721.78
TOTAL PAID TO PARTICIPATING USER'S GROUPS	$ 8,481.91

Approximately $500.00 has been kept out in the event that there are any tax liabilities to pay, with any excess to be distributed among the groups on an equal basis.

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To the Atari Trek'87 Committee

The dancers of Ja-Ak-Kahn have performed at many differing functions over the past seven years, but never have we seen a more enthusiastic, helpful, or organized group. We were grateful both for the opportunity to share Middle Eastern dance with you and for your help in demonstrating what an asset computers can be to performers.

Joel Brazy of Bamusic, Ltd., in Seattle did such a fine job of defining oud, duff, darabukka, nay, arghul, rababa, and zillar - the instruments used in the music we asked him to recreate - that many in the listening audience did not realize that the Atari Computer was sequencing it all! For the choregrapher, of any style of dance, this means freedom. No longer are we bound to the original score. If each of five dancers wish to turn and there is music only for four, add another measure. Now, to a greater extent than ever, a dance can be controlled by the creator of the steps, rather than a compromise to fit with musicians that did not know the dancers' needs. The computer becomes an interface between to areas of art, hopefully improving them both.

Atari, despite the power of the new line, still has a game machine image. Electronic music is the one business area where it has excelled. When one of our dancers suggested the demonsration of musical versatility to the Atari Trek '87 Committee Rep from her Atari club, it was with the hope that we could in some small way enlarge the inroads that Atari is making in the performing arts.

Thank you, again, for that opportunity and for the wonderful job all of the clubs and individuals did in carrying off the show so well. It was truely a privilege to have been a part of it!

Jahara, Meliba, Rafika, Ranauta, and Ziv
Troupe Ja-Ak-Kahn

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CLASSIFIED ADS

For The Members By The Members

HELP NEEDED: A senior handicapped (wheel chair) computer neophyte residing in the Sand Point area of Seattle needs occasional assistance in learning to use his new 520 ST. If you can help this struggling computer enthusiast, please contact C.W. Swain at 839-5556 (Des Moines).

FOR SALE: Atari 8-Bit computer system (from a student who needs the money!): Atari 130 XE computer, 1050 disk drive and a Star SG-10 printer. Also included is lots of software, blank disks, joystick and computer books. All for $595 or best offer. Will sell separately. Please contact Debbie Lindstrom at 363-9643 (Seattle).

FOR SALE: A Hardware/Software Bonanza!:

- 130 XE computer with a switchable Irrational OS installed: $155.
- 600 XL computer with MPP plug-in 64K RAM: $45.
- 2 1050 disk drives, each with the US Doubler and SpartaDos: $130 per each.
- ICD P-R Connection interface with modem cable: $60.
- 16K Printer Buffer (Digital Devices): $40.
- BASIC XE with manual and disk: $35
- Voice Master speech box (no instructions): $30.
- 300 baud Pocket Modem (plugs directly into any serial port). Includes "P" handler on disk.
- MPP 1000E 300 baud modem: $25.
- Tech Sketch light pen with software: $25.
- MPP MicroPrint printer interface: $20.
- 410 Tape Deck: $10.
- Software (lots of it!): Party Quiz Trivia w/4 player controllers, $25. Flight Simulator II (+ scenery disks), $20. Also, Alternate Reality - The City, Infiltrator, Movie Maker, Ultima(s) I-IV, and much more! Many books, too.

Contact Mel Washington at 566-0658 (Tacoma) for further details and prices.

FOR SALE: ATR 8000 - $150.00. 3 Quad density drives (720K each) with power supply and case - $350.00. Assorted program cassette drives - $8.00 each. Contact Randy Nollan at 679-2216 (Oak Harbor), after 5:00 PM please.

FOR SALE: 1977 Honda 750cc motorcycle with Hondamatic. Mechanic owned. Call Bill at 248-2238 (Seattle) or leave message.

FOR SALE: 1050 Disk drive - $100. 810 Disk drive w/Happy mod. ver. 7.1 - $150. 400 Computer & 48K kit (brand new in box) - $35. 800 Computer w/48K - $65. 410 Tape recorder (new in box) - $10. 2600 Game machine w/case and many games - $30. Contact Marc Buehler at 337-2593 (Everett).

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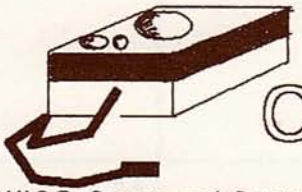

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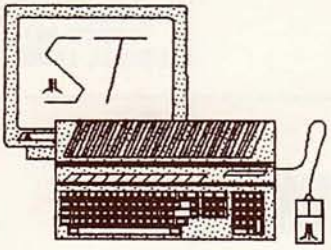

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SUN	MON	TUE	WED	THU	FRI	SAT
		1	2	3	4	5 ATOM MEETING CALL ROY SMITH 377-2523 FOR DETAILS
6	7 LABOR DAY	8 SPACE ST SIG MEETING 6 PM, BUTLER'S STDIO MEETING, 7 PM DATA IO,REDMOND	9 KC-ACES MEETING, 7 PM CENT.KITSAP JRHI TRACE MEETING, 7:30PM SEA ISLND FORUM	10	11 STAR- BASE MEETING, 6 PM MOUNTLAKE TERRACE LIBRARY	12 SPAC MAIN MEETING 6 PM, A.P.P.L.E. CO-OP, S.RENTON THEME-EDUCATION ++ PRIZES ++
13	14 BRACE MEETING 7 PM LAKE HILLS LIBRARY, BELLEVUE	15	16	17 NEWSLETTER INPUT DEADLINE! BECOME FAMOUS WRITE FOR PSAN!	18	19 R-ATARI MEETING 7 PM (6 PM SET-UP) AT THE HARBOR TOWERS, OAK HARBOR
20	21 STDIO MEETING 7 PM DATA I/O, REDMOND	22 SPACE ST SIG MEETING 6 PM BUTLER'S, FEDERAL WAY	23	24 ROSH HASHANAH	25	26 S*P*A*C*E HARDWARE SIG 10 AM, SO. END CENTER, TACOMA --- STARBASE "MOD" CLINIC, 12 NOON PRECISION ELECTR
27	28 BRACE MEETING 7 PM LAKE HILLS LIBRARY, BELLEVUE	29	30			

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